# THE OFFICIAL GUIDE FROM POWER

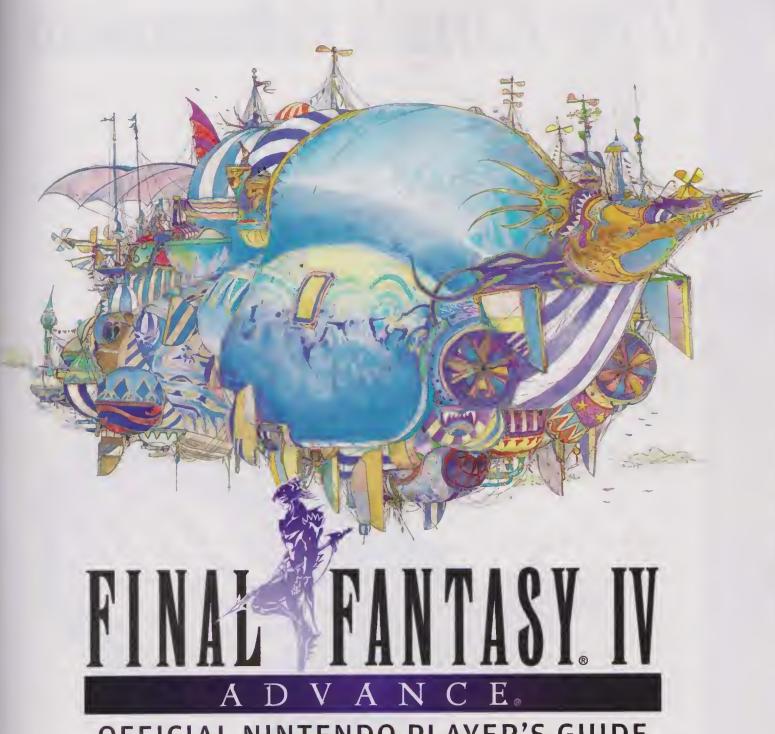
GAME BOY ADVANCE



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OFFICIAL NINTENDO PLAYER'S GUIDE



# The King's Obsession







o one has gained more from the advent of the airship than the Kingdom of Baron. Its mighty airship fleet, known as the Red Wings, has no equal. For years, the fleet was used only for peaceful purposes, but that has begun to change. For reasons he refuses to reveal, King Baron has ordered it to claim at any cost the Crystals held by other nations.



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# Game Controls



#### **II** R BUTTON

- · Change characters on the Magic, Equipment, and Status menu screens.
- · Change the character that represents your party outside of combat.

#### 2 A BUTTON

- · Confirm a menu or targeting selection.
- · Talk to other characters, examine objects, or open
- · Mount or dismount vehicle.

#### **B** BUTTON

- · Cancel a selection or return to the previous menu.
- · Press and hold to dash (while pressing the Control Pac-In the desired direction) in towns and dungeons.

#### **START BUTTON**

- · Open the main menu outside of combat.
- · During combat, pause battles.

#### TO FLEE BATTLES

Hold the L Button and R Button during battles to attempt to escape.

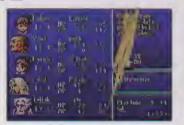
#### TO RESET THE GAME

Hold the A Button, B Button, Start, and Select to reset your game without saving and return to the title screen.

#### **SAVE & CONTINUE**

side of combat.





Select the New Game option on the title screen to begin a new quest. You can save your progress to one of three save slots on any Overworld map (but not in towns and other areas) or at special camp sites within dungeons. To load a saved game, select Load Game and press left and right on the Control Pad to scroll through the three save slots.

CONTROL PAD · Move your character.

items, or menu options.

· Move the targeting cursor to select enemies, spells,

You can also choose to Quicksave at any time. This makes a special save file and then resets your game. Select Continue on the title screen to load a Quicksave file. The Quicksave file will then be discarded. Your Quicksave file will also be discarded if you begin a new game or load a standard saved file instead of choosing the Continue option.

#### **BESTIARY** 6 Tlatu



Select the Extra option on the main menu to access the game's Bestiary. You can then. load a saved file and view a list of all the enemies you've defeated in the course of that game, as well as how many of each monster type you've defeated and what percent of the game's monsters you've encountered.

Select a specific monster to see its stats and the treasures it holds. Press the A Button again to see its Weaknesses, it's Resistances. and any attack types that it can absorb,

Vehicles

our quest will begin on foot, but as the game progresses you'll acquire several new mounts and vehicles that let you aplore the world in style. Only special vehides can cross certain types of terrain, so you'll med to use a wide variety of conveyances to each the many dungeons, towers, and caves that our quest will lead you to. Riding a mount or whicle will also allow you to avoid random encounters in Overworld areas.

With so many vehicles at your disposal. it's easy to lose track of each ne's position. To find a missing vehicle, use the Sight spell to bring up a mini-map. You'll see a list of locations on the right that includes each of your mounts and vehicles. Scroll to the one you're looking for and press the A Button to see its current position.



#### YELLOW CHOCOBO

Yellow Chocobos can run through plains. forests, and deserts at high speeds. They don't allow you to reach any new areas, but they do et you avoid battles as you travel through large areas quickly.



#### **BLACK CHOCOBO**

winged Black Chocobos can fly over any terrain except high mountains, and they won't and on any terrain except forest. Since airships cannot land on forested terrain you'll need to rely on the Black Chocobo to reach certain areas.



#### THE ENTERPRISE

The Enterprise is Cld's finest airship. It can fly over any terrain on the Overworld map, but can land only on grassy plains. To land in a small patch of grass surrounded by harsher terrain, carefully position the ship's shadow over the desired landing spot.



#### HOVERCRAFT

The hovercraft can zip over plains, deserts. and shallow water like rivers and lakes. It cannot cross open ocean, but it can travel on the shallow rocky shoals that often connect one landmass to another.



#### THE FALCON

The Falcon is a Red Wings airship that has the same capabilities and landing restrictions as the Enterprise. It can be retrofitted with a special drill that allows it to burrow through the planet's crust.



#### LUNAR WHALE

The Lunar Whale can fly anywhere a normal airship can, and it shares the same landing restrictions. The Lunar Whale is also equipped with a crystal that allows it to fly to the moon. where it can land only on smooth surfaces that are free of rocks or craters.









# Party Members

INAL FANTASY IV has a large cast of characters that enter and leave your party at various points in the storyline. Each character has his or her own special commands that give them unique abilities. You

cannot control who is in your party at any given time, but the characters' diverse abilities should ensure that you always have some way of exploiting your enemies' weaknesses.



### Cecil

#### **DARK KNIGHT**

Cecil is the commander of the Red Wings, Baron's legendary air force. His powers as a Dark Knight may come from a tainted source, but Cecil has avoided corruption and is well respected by the people of Baron. As the game's hero, Cecil is the only character who will never leave your party. He has soild offensive and defensive strength, and his Dark command gives him versatility in combat.

#### **COMMAND: DARK**

#### **PERSONAL DATA**

GENDER	/	Male
AGE //		////20
HEIGHT		/ /178cm
WEIGHT	1.1	// 58kg/
BIRTHPLAC	E///	Unknown

#### STARTING STATS

LEVEL //////	10
ATK ////////////////////////////////////	15
DEF, 1/1/ 1/1/1/	47
RES / 1/4 / / / / / / / / / / / / / / / / /	1

#### EQUIPMENT ////

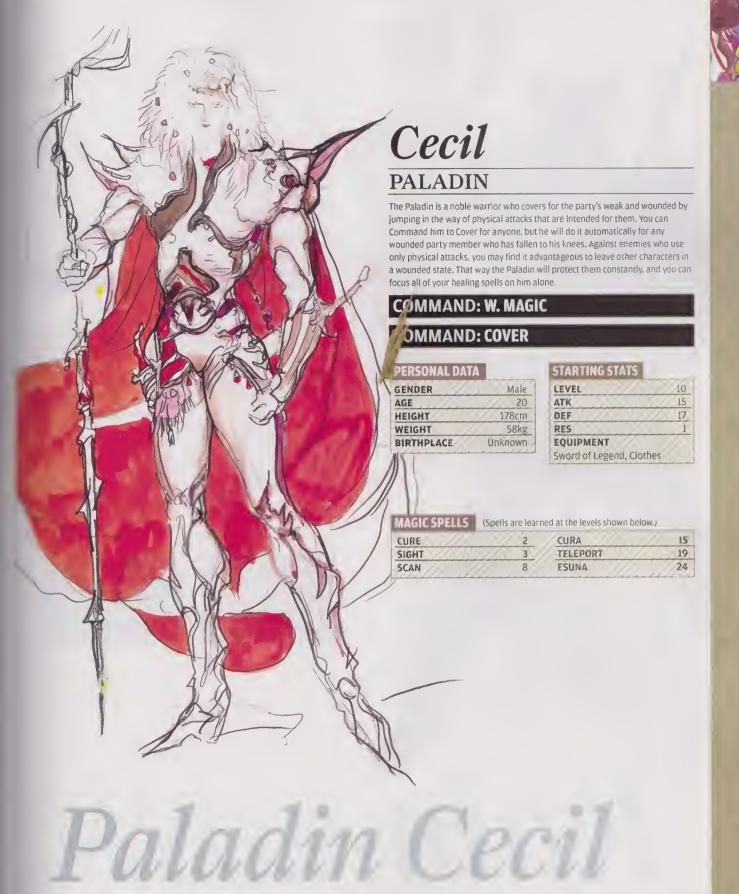
Dark Sword, Dark Shield, Dark Helm, Dark Armor, Dark Gloves

#### CECIL'S ABILITIES

Cecil's Dark command allows him to hit each enemy on the field, but he'll need to sacrifice some of his own HP to use it. Use it only against large groups of foes, and only when you think they'd do more damage to your party than Cecil would do to himself.









### Kain

#### **DRAGOON**

Kain commands Baron's Dragoons, a special attack force that drops down on enemies from above. Like Cecil, he was orphaned at a young age and taken in D King Baron. The two went through military school together, and have been like brothers ever since. Kain is a strong and reliable warrior. His Jump command cardeal heavy damage and protect him from harm, but slows him considerably.

#### **COMMAND: JUMP**

#### **PERSONAL DATA**

GENDER	Male
AGE	21
HEIGHT	183cm
WEIGHT	61kg
BIRTHPLACE	Baron

#### STARTING STATS

LEVEL	10
ATK	B
DEF	14
RES	1

#### EQUIPMENT

Spear, Iron Shield, Iron Helm, Iron Armor, Iron Gloves

#### KAIN'S ABILITIES

When you command Kain to jump, he leaps into the air for an entire turn. While airborne, he cannot be targeted by enemy attacks and is immune to any spell cast by either you or your foes. When he lands, he'll do double damage to his targeted foe. This is a very effective move against bosses, but may be too slow to use in standard battles.







### Rosa

#### WHITE MAGE

The noble-born Rosa is in love with Cecil, but has not found the courage to tell him. Instead she joined Baron's White Mage squad so she could fight by his side. Rosa's healing gifts include powerful White magic and the Pray command, which can cure the whole party for free ... sometimes. Rosa is also a master archer, and her Alm command allows her to fire a bow with 100 percent accuracy. Bows are not usually powerful weapons, but if you equlp Rosa with the right arrows (ones made with an element foes are weak to, or that cause a useful status condition), she can be quite effective in combat.

#### **COMMAND: W. MAGIC**

#### **COMMAND: PRAY**

#### **COMMAND: AIM**

#### PERSONAL DATA

GENDER	Female
AGE	19
HEIGHT	162cm
WEIGHT	47kg
BIRTHPLACE	Baron

#### STARTING STATS

LEVEL	10
ATK	12
DEF	8
RES	4
EQUIPMENT	11/1

#### Iron Arrow, Bow, Leather Cap, Leather Garb, Iron Armlet

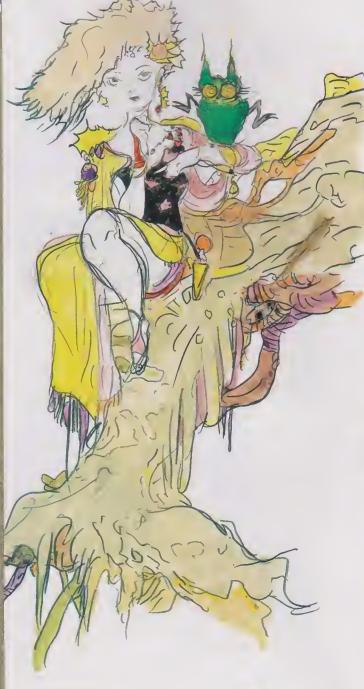
#### MAGIC SPELLS (Spells are learned at the levels shown below.)

HOLD	10	BLINK	23
SLOW	10	CONFUSE	24
SCAN	10	SHELL	29
CURE	10	MINI	30
SIGHT	10	CURAGA	30
TELEPORT	*	DISPEL	31
LIFE'	11	HASTE	33
PROTECT	12	FLOAT	35
CURA	13	REFLECT	36
SILENCE	15	CURAJA	38
ESUNA	/ 18	FULL-LIFE	45
BERSERK	20	HOLY	55

<sup>\*</sup> Learned after the event in the Tower of Zot.

Rosa





# Rydia

#### **SUMMONER**

Rydia is the last of the Summoners from the village of Mist, and has inherited a great responsibility from her people. She is skilled with both White and Black magic, but her greatest gift is the ability to summon legendary creatures. She begins with only Chocobo, and new Summon spells must be earned by finding and defeating powerful monsters who are willing to help. Rydia's magic makes her a great asset, but her constitution is frail and you will need to work vigilantly to keep her alive.

#### **COMMAND: W. MAGIC**

#### COMMAND: B. MAGIC

#### **COMMAND: SUMMON**

#### PERSONAL DATA

	77777777
GENDER ////	Female
AGE / /////	1/1/1/17
HEIGHT/////	///107cm
WEIGHT ///	/// 18kg/
BIRTHPLACE//	//// Mist/
11.1.11111111	///////////////////////////////////////

#### STARTING STATS

LEVEL//////////	
ATK ////////////////	3
DEF / / / / / / / / 6	
RES / ////// / //////	
EQUIPMENT'	

#### Rod Leather Cap. Leather Garb, fron Armlet

#### MAGIC SPELLS (Spells are learned at the levels shown below.)

FIRE / //////	/////*//	PIG	////20/
FIRA///////	1/ **,//	// BIO //////	11/1:26
BLIZZARA /// /	1/1 / **//	//OSMOSE /////	/// 32/
THUNDARA ////	11/1/19/1	// DRAIN//////	/////36/
BLIZZARD // /	11/1/12/	BLIZZAGA ////	/////39/
CURE /////	1/1/3/	FIRAGA ////	1//42/
SIGHT//	11/1/4/	//THUNDAGA////	////45/
THUNDER ////	11/15/	//QUAKE //////	////47/
HOLD: /////	1:1/11/	BREAK //////	/// 49/
SLEEP////	/// 8 /	TORNADO /////	////51/
POISON'//	////10//	DEATH / / ///	/////52/
WARP/// ///	/////12//	/ FLARE //////	/////55/
TOAD/ 1////	1////13//	METEOR /////	////,60
STOP //////	/////15//		

<sup>\*</sup> Learned at the entrance to Mt. Hobs.

Rydia

<sup>\*\*</sup> Learned after a future game event.



#### SAGE

The Sage Tellah is not a young man, and has already learned every spell he'll ever know. Unfortunately, he's forgotten most of them, so early in the game you'll have to content yourself with the small handful that stuck, or prompt him to dig deep and try to recall a random high-level spell with the Recollect command. Later in the game, he will remember all his lost spells, becoming a powerful and versatile spellcaster. However, he has very little MP for a mage, so you'll have to use his best spells sparingly or cast Osmose every few turns to steal the MP of your foes.

#### **COMMAND: W. MAGIC**

#### COMMAND: B. MAGIC

#### **COMMAND: RECALL**

#### PERSONAL DATA

GENDER /////	Male
AGE / /////////////	/60
HEIGHT////////	177cm.
WEIGHT//././///	/48kg
BIRTHPLACE	Mysidia/

#### STARTING STATS

LEVEL ////////	20
ATK////////////////////////////////////	/10
DEF'////////////////////////////////////	5
RES //////////	11
EQUIPMENT///	///
Staff, Leather Garb	///

#### MAGIC SPELLS (Spells are learned at the levels shown below.)

BLINK ///	/ // /20	CURAGA /	/
CONFUSE ////	111/20/	// CURAJA///////////////////////////////////	1
CURA //////	/////20 //	//FULL-LIFE////////////////////////////////////	1
ESUNA //	/// / 20//	MINICITY LIGHTING	4
LIFE //////	////20/	SIGHT // /. /// ///	/
TELEPORT'////	////20/	FLOAT ////////	4
FIRE/////////	1/1//20	//TOAD / ///// //	1
BLIZZARO ////	//// 20//	//PIG / /////// / //	1
THUNDER ////	// 20//	//WARP//////////////////////////////////	1
STOP / /////	////20//	POISON // ////	2
OSMOSE////	///20//	/ FIRA//// //////	/
HOLD ///	11/11/11/	FIRAGA //////	1
SILENCE //	/////**//	//BLIZZARA//////////	/
PROTECT ////	1/ /1//5//	BLIZZAGA ////////	/
SHELL ////	//////	THUNDARA' ////////	1
SLOW ///////	14/1/11/11	THUNDAGA / /////	1
HASTE////	//////////	//BIO ///////////	1
BERSERK/////	//// /*//	TORNADO /// / ////	1
REFLECT ////	///////////////////////////////////////	//SLEEP/////////////////////////////////	1
DISPEL /////	11/1/1/19/1	BREAK / 1/1/1/1/1	1
SCAN / 1/1/1/	//////*/	DRAIN ////////////////////////////////////	7
CURE ///////	1//////////	METEOR/////////	/

\* Learned at Mt. Ordeals.







# Yang

#### MONK

Yang is a High Monk of Fabul, where he commands an army of lesser monks lives with his beloved wife. Heavy armor interferes with his martial arts, so Defense scores tend to be poor. But on offense he has few equals. Yang can equip a claw in each hand. All claws do the same basic damage, but each regular elemental type or causes a particular status condition. Using the right elemental claw can do extra damage, so keep all three types of elemental claws in your inventory while Yang is in your party, and equip them as necessary to explosi your enemies' elemental weaknesses.

#### **COMMAND: POWER**

#### **COMMAND: KICK**

#### **COMMAND: GIRD**

# PERSONAL DATA GENDER Male AGE 35 HEIGHT 182cm WEIGHT 76kg BIRTHPLACE Fabul

LEVEL		7/11/6	7 7 7
ATK	15/1/2		/
DEF	/	100	
RES	900	11/1	
EQUIP	MENT	75. T	

#### YANG'S ABILITIES

Yang's abilities give him a wide range of options. Power is a great anti-boss command that lets Yang charge for a period and then unleash a double-power attack. Kick takes even longer to charge, but damages every enemy when it goes off. When his attacks are proving ineffective or you anticipate a powerful attack, Yang can Gird to double his Defense for the turn.





Yang





# Edward

#### BARD

Edward is the young prince of Damcyan, and his love for music is equaled only by his passion for his new bride, Anna. Edward has some useful abilities, but suffers from a slight streak of cowardice. When he becomes wounded he will automatically use his Hide command to flee the battle. Since you won't be able to target him for healing, this basically takes him out of the fight! Keep his HP up so he never enters the wounded state.

#### **COMMAND: SING**

#### **COMMAND: HEAL**

#### **COMMAND: HIDE**

#### PERSONAL DATA

GENDER //	Male
AGE //	///24
HEIGHT	174cm.
WEIGHT	1/. 51kg
BIRTHPLACE	// Damcyan
1 / 100	1.11.11.1

#### STARTING STATS

LEVEL		200	13	700	, 5
ATK	12.	1	11	. 1	10
DEF	12)	1			15
RES	11.	11		1/2	17
EOUIP	MENT	1	,	11	

Dreamer's Harp, Feathered Cap. Bard's Tunic, Ruby Ring

#### EDWARD'S ABILITIES

Edward's weapon of choice is the harp, and many magic harps have special abilities built into them. When he attacks with one, the song may carry the harp's special status condition. His Sing command has a higher chance of causing a status condition, but deals no damage. His Heal command distributes a Potion so that it benefits all party members.





# druara





# Palom & Porom

#### BLACK MAGE & WHITE MAGE

These young prodigies span the whole magical spectrum. They know many advanced spells, but both are weak physically and must be protected by your warriors. Palom's Bluff command allows him to boost his own magical power to deaf more damage with future spells, an excellent tactic in boss fights. Porom's Cry is useless against bosses, but it can compel lesser enemies to run away. Finally, either character can select the Twin command, which will cause both to spend their next turn preparing to cast Mini-Flare or Comet. These spells are powerful, but the cost (tylng up a pair of characters for two turns) is high.

COMMAND: B. MAGIC (PALOM)

**COMMAND: BLUFF (PALOM)** 

COMMAND: W. MAGIC (POROM)

COMMAND: CRY (POROM)

**COMMAND: TWIN (PALOM & POROM)** 

#### PERSONAL DATA

GENDER //	/Male/Female/
AGE /////	/////////5/5/
HEIGHT///	// 94cm/93cm/
WEIGHT//	//22kg/19kg/
BIRTHPLACE	Mysidia

#### STARTING STATS

LEVEL // ////	10/10
ATK/////////	8/8
DEF / ///// /	/ 8/9
RES ////////////////////////////////////	/616

#### EQUIPMENT

Paiom: Ice Rod, Feathered Cap. Leather Garb, Iron Armiet Porom: Staff, Feathered Cap. Leather Garb, Iron Armiet

# Palom&Porom

PALOM'S MAGIC SPELLS	(Spells are learned at the levels shown below.)
POISON // ///// 1	O QUAKE 23
FIRE / // / // /// //1	0 // DRAIN////////////////////////////////////
BLIZZARD////////	0 ///WARP//// ////29
THUNDER // // ////1	0// BLIZZAGA// ////32
SLEEP ////////////////1	0' / FIRAGA' / // // // // // // // // // // // //
BLIZZARA ////////	11// THUNDAGA ////////34.
PIG' ////////////////////////////////////	BREAK /// ///////36
FIRA ////////////////////////////////////	2 // OSMOSE /////// /40
THUNOARA///////1	3 /// DEATH / ///// ///46
STOP////////////////////////////////////	4 // TORNADO // // // 48
BIO////////////////////////////////////	9/// METEOR///////// 50/
TOAD////////////////////////////////////	2///FLARE////////////////////////////////////

#### POROM'S MAGIC SPELLS (Spells are learned at the levels shown below.)

. Ollow o mirelout -			
HOLD ////////	//10	BLINK	/23
SLOW///////	/10/	CONFUSE //////	/, 25
SCAN////////////////////////////////////	//10//	SHELL // /////	//29
CURE // / ////	/ 10/	//DISPEL ///////	///31
SIGHT / /// ////	/ 10//	MINI///////////////////////////////////	// 31
LIFE/ /////////	///11//	CURAGA /// ////	///33/
PROTECT/////////	//12//	HASTE // //////	/ 38/
CURA ////////////////////////////////////	///13//	//FLOAT/ ///////	/ 40
SILENCE///////////	/ /15//	REFLECT/////	//44
BERSERK'////////	//18//	CURAJA////	//48
TELEPORT //////	//19//	//HOLY /// / / ////	///52
ESUNA ////////	//20/	FULL-LIFE	56

## Cid

#### **ENGINEER**

Cid is a legendary airship engineer whose flying creations are at the root of Baron's rise to power. Despite his gruff demeanor, Cid has a kind heart, and he has come to think of himself as a father to Cecil. While Cid prefers to toil behind the scenes, he will raise his trusty hammer and fight by Cecil's side for a section of the game. He isn't your most powerful warrior, but his resilience makes him ideal for a front-row position.

#### **COMMAND: STUDY**

#### PERSONAL DATA

GENDER ////	Male
AGE //////////	///54
HEIGHT//////////	/159cm
WEIGHT////////////////////////////////////	//67kg
BIRTHPLACE	Baron

#### STARTING STATS

LEVEL //////////////////////////////////
ATK / /////////55
DEF / ///// / //////////////////////////
RES'////////////////////////////////////
TAMPATENT (11:11/1/1/

#### EQUIPMENT

Wooden Hammer, Prisoners'

#### CID'S ABILITIES

Cid's Study command allows him to research important details about a targeted enemy. It will reveal the enemy's current HP and Max HP, and any weaknesses that your party can exploit. This is the same effect produced by the Scan spell and Bestiary item, but Cid can use it at will and for free.











# Edge NINJA

Edge is the prince of Eblan, a kingdom renowned for its ninjas. He may seem arrogant, but Edge has the skills to back up his attitude. He can wield two blades to attack for heavy damage, and has several useful abilities: The Steal command gives him a shot at taking an item from an enemy's inventory; Ninjutsu magic allows him to cast a few offensive and defensive spells; and the Throw command lets him hurl old weapons or throwing stars at foes for considerable damage.

#### **COMMAND: THROW**

#### **COMMAND: STEAL**

#### **COMMAND: NINJUTSU**

# PERSONAL DATA

GENDER	Male
AGE	26
HEIGHT	175cm
WEIGHT	51kg
BIRTHPLACE	Eblan

STARTINGS	IATS
LEVEL	25
ATK	63
DEF	32
DEC	/

EQUIPMENT Kunai, Green Beret, Black Belt, Mythril Gloves

#### MAGIC SPELLS (Spells are learned at the levels shown below.)

FLAME	25	PIN	11/10-	27
FLOOD		SMOKE	/2 · ·	33
BLITZ		IMAGE	1//	38

<sup>\*</sup> Learned during the Rubicante battle at Babel Tower.

# FuSoYa

#### LUNARIAN

FuSoYa is a mysterious being from another world. He has mastered the highest levels of both White and Black magic, but with only 190 MP he won't often be able to cast expensive spells like Meteor and Full-Life. FuSoYa's other ability is the Regen command, which allows each party member to regenerate a few HP at the end of each turn. The amount regained isn't much, but it may be useful when trying to conserve FuSoYa's MP in long fights.

COMMAND: REGEN

COMMAND: W. MAGIC

COMMAND: B. MAGIC

#### PERSONAL DATA

GENDER	Male	
AGE	?	
HEIGHT	?	
WEIGHT	?	
BIRTHPLACE	Moon	

#### STARTING STATS

LEVEL	1111	50
ATK	010	50
DEF	200	28
RES	77	/ 24
		100000000000000000000000000000000000000

#### EQUIPMENT

Kinesis Staff, Sage's Miter, Light Robe, Diamond Armlet

#### MAGIC SPELLS (Spells are learned at the levels shown below.)

MAGIC SPEELS	(Spells are rea
BERSERK	50
BIO	50
BLINK	50
BLIZZAGA	50
BLIZZARA	50
BLIZZARD	50
BREAK	50
CONFUSE	50
CURA	50
CURAGA	50
CURAJA	50
CURE	50_
DEATH	50
OISPEL	50
ORAIN	50
ESUNA	50
FIRA	50
FIRAGA	50
FIRE	50
FLARE	50
FLOAT	50
FULL-LIFE	50
HASTE	50
HOLD	50
The state of the s	

HOLY	50
LIFE	50
METEOR	50
MINI	50
OSMO5E	50
PIG	50
POISON	50
PROTECT	50
QUAKE	50
REFLECT	50
5CAN	50
SHELL	50
5IGHT	50
SILENCE	50
SLEEP/	/ 50
5LOW	50
5TOP	50
TELEPORT	50
THUNDAGA	50
THUNDARA	50
THUNDER	50
TOAD	50
TORNAOO	50
WARP	50



# Field Menu Options

ou can open the field menu at any time by pressing Start in a town, dungeon, or overworld area. The menu allows you to use or equip items, cast spells, change your character order, and save your game. You can also change game options and reorder spell and item lists.

#### THEMAINMENU

The main menu is divided into four sections. On the left you can see all of the characters in your party and their current stats. You can change their alignment with the Row and Order commands. Those and other commands are listed on the right side of the screen, Commands that appear in gray cannot be selected at that time. (For example, "Save" will appear in gray during dungeon exploration.) The panes below the menu commands show your current location, your current play time, and the amount of gil (money) you have in your possession.



#### **ITEMS**

The Item menu allows you to use and arrange items in your inventory. Items that can be used at the current time appear in white; non-usable items appear in gray. To use an item, choose Use at the top of the screen and pick an item with the A Button, which will make the cursor flash. Press the A Button again at the same position to employ the item, or move the cursor to a different item slot and press the A Button to move the Item to that location. Press the B Button at any time to return to the top

menu options. The Sort command will automatically arrange your items so that usable ones are on top, and weapons and armaments are on the bottom. The Trash command allows you to throw out extra items. You have limited inventory space, but you shouldn't need to discard anything if you're diligent about selling extra items or taking them to the Fat Chocobo.



#### SUMMONING THE FAT CHOCOBO

At various places in the game world, Cecil will "smell Chocobo in the air." This Is the sign that you can use a Gysahl Greens item to summon the Fat Chocobo. The giant bird functions as an item bank that can hold unneeded Items to save inventory space,



#### MAGIC

The Magic command will prompt you to choose a character, then choose a school magic known by that character (W. Magic, B. Magic, Ninjutsu, or Summon). Spells that can be cast from the field appear in white. And after selecting a spell that targets a character, you'll return to the character pane of the main menu. To select all characters instead of just one (which is possible with certain spells only), press rigor or left on the Control Pad.



Even if you can't use spells, you may select them and move them just as you can with items. The lets you put your favonte spells at the top of the list. where they'll be easier to access. You can also view descriptions of any spell at the bottom of the Magic

#### EOUIPMENT

Each character has five stots in which he may equip weapons and armor.

#### Weapons and Shields

Characters can equip a weapon in their favored hand. Some characters may equip shields in their

weaker hand, while ambidextrous characters can equip a weapon in each hand for double attack power! A weapon's attack power is the number to the right of the sword icon.

Equipment

Pire Shield

#### Helms, Gloves, and Armor

Each character may equip one piece of headgear, one suit of armor, and one pair of gloves. These affect both the character's physical Defense (the number by the shield icon) and this Magical Defense (the number by the orb icon). Some gear is better in one field than the other, and you should evaluate whether physical attacks or magical attacks are the greater threat In your current area.

#### **Bows and Arrows**

Many characters can equip a bow and arrows. They're most useful for spellcasters (who have few other weapon options) and are particularly good for Rosa, who can use the Aim command to fire with perfect accuracy. When using a bow, you need to equip it in your character's primary hand, then manually equip arrows to the character's weaker hand. There are many different types of arrows, which can be bought at Weapon Shops or found in chests (In packs of 10). Some have an elemental subtype

that makes them very effective against certain enemies, while others do extra damage or can cause negative status effects. Check your archers' equipment screen often, because when they run out of arrows you'll need to equip a new variety manually, or they'll revert to fighting bare-handed.



#### STATUS

The Status screen lets you [L] see your characters in more detail. In addition to viewing your characters' basic stats, you can see how much more EXP each character will need to gain a level. The stats are explained below.



#### **CHARACTER STATS**

Lv	Character's level
HP /	Character's Hit Points
MP	Magic Points for characters who use magic
EXP /	Character's total earned Experience Points
For next Level	EXP required to gain another level
Strength	Character's attack strength
Agility	Character's ability to dodge attacks
Stamina	Character's basic defense against enemy attacks
Intellect	Efficacy of Black magic
Spirit	Efficacy of White magic
Attack	Character's physical attack power
Precision	Character's odds of successfully hitting with attacks
Defense	Character's physical defense
Evasion	Character's chance of dodging physical attacks
Magic Defense	Character's magical defense
Magic Evasion	Character's chance of resisting magical spells
7 X X X X X	

#### ORDER AND ROW

Character position is an important aspect of game strategy. Characters in the front row in combat (those to the left) take more physical attacks from foes but also deal

more damage with their own physical attacks. Characters in the back row (those to the right) are protected, but will need to use spells or projectile weapons (like a bow) to do any serious damage in combat.

The Row command determines whether your party is split with three in the front and two in the back, or vice versa. Fighter-heavy parties should use the 3/2 split, while mageheavy parties should use the 2/3 split.

The Order command determines where each character fits in the row structure. Select a character as you would an item or spell, then select another character to swap the two.





#### Vertical Order Matters Too!

While horizontal order (front or back) is your most important decision, vertical order matters too. In battle, characters act in order of their individual speed, but position affects speed to some extent. If all of your characters had the same speed, they would act in the order shown to the right (this is true whether you have a 2/3 split or 3/2 split). Put your most important character in the middle-he will get the most action in combat.



#### CONFIG

The Config menu lets you change various game options. It also lets you access the Bestiary from within the game, so you can research the strengths and weaknesses of the enemies you've faced so far. The most important option is Battle Mode. When it is set to Wait, the battle pauses while you select items and spells from the menus. When

it's set to Active, time keeps ticking no matter what you do. Note that Wait does not turn off the Active Time Battle system, and If you were to leave a battle without pausing or opening up the Item or Spell menu first, you would likely return to find your characters dead.



#### **QUICKSAVE AND SAVE**

You can use the Quicksave feature at any time to save your game, but when you load the file it will automatically be discarded. This feature is for when you need to put your Game Boy Advance away and can't reach a proper save spot first.

You can Save your game anywhere on the Overworld, Underworld, or Moon maps,

but not in towns or dungeons. The only exception is camp sites, which appear in some dungeons. They provide one tile on which you can save your game or use a Tent or Cottage to recover your health. They usually appear when a boss is ahead, so never pass up an opportunity to use one to save your game!







# Battle Menu

ach character has his own battle options, but everyone can use basic battle commands like Attack, Defend, and Items. In this sec-I tion you'll learn everything from the basics of Active Time Battle to little-known combat tricks that might be the keys to victory.

#### **ACTIVE TIME BATTLES**

The Active Time Battle system keeps the tension high by allowing your enemies to act while you decide on your characters' next moves. You'll need to make your decisions quickly or your foes will pummel your party while you hesitate. All battle participants act in order of their Agility, and a fast character may get multiple turns before a slow character gets his first turn. You can monitor your characters' turn order with the bars In the lower-right corner of the screen. If you wish to attack or use an item, you can do

so almost immediately. Other moves require time to work-up to an entire additional turn! For example, Kain's Jump attack is much more powerful than his regular attack, but you'll have to wait a full turn before the damage is dealt. A regular attack can take effect immediately.



#### **ACTIVE & WAIT MODES**

The Config screen allows you to choose between Active and Wait modes. In Active mode, time continues to flow while you scroll through the Item or Magic menu. If you choose Wait, the action will pause while you make your selection.

#### ATTACK

With this option, your character will automatically attack the selected enemy with his equipped weapon. Note that attacks from your party's back row will do less damage, unless the character is using a projectile weapon like a bow or boomerang.



#### **Attacking Your Allies**



You always have the option of targeting your own allies with attacks. While this may not seem useful, attacking allies is one of the easiest ways to wake them up or snap them out of a confused state. In order not to damage the character too much, it's best to have a weak fighter like Rydia or Rosa do the attacking.



#### MAGIC

Certain characters have mastered the arts of magic and can cast spells to harm foes or heal allies. As a general rule, more-powerful spells cost more MP (magic points) and take more time to cast, so your strongest spell is not always the best choice. All damagedealing spells do a certain "type" of damage. Ice, Fire, and Holy are examples of types.

Many enemies have a weakness to one particular type. and if you can cast the right spell, you can do significant amounts of extra damage. Check the monster charts in the Walk-through or the Monsters section to learn each monster's weakness.



#### Targeting a Group

Most damage-dealing and life-recovery spells can target either a single character or an entire group of either enemies or allies. To switch from targeting an individual to targeting a group, press to the left or right until the targeting cursor begins to flash on everyone in the group. The usual amount of damage or life recovery caused by the spell will be split equally among every target in the group.



#### "Healing" the Undead

While it may not be listed as a weakness, all undead creatures (skeletons, zombies, ghouts, and the like) share a weakness to healing magic. The same Cure-series spells and Potions that heal the living will damage the dead!



#### **ITEMS**

The Item command lets you select an item from your inventory and use it in combat, Items that can be used in battle appear in white, while unusable items appear in gray. In addition to items that heal wounds and cure status conditions, you'll find items that have an offensive spell-like effect. Don't forget about these items; if you don't use them in combat, they'll simply waste inventory space.



#### Change Weapons

You can change a character's held items in battle during that character's turn. To do so, select the item you wish to equip and scroll up to the top of the inventory menu. Press up again to reveal the items your character is holding, then select the equipped item you wish to replace. This is particularly useful against enemies that have a particular weak-



ness; you can switch to Thunder Arrows or a Thunder Claw against an enemy who is weak to Lightning, for example, Just don't forget to change them back after the fight!

#### ROW

In addition to each character's standard actions, there are two special actions any character can perform. Press to the left while scrolling through actions to make the Row command appear. This reverses the order of your characters so the ones in front move to the back, and vice versa. Use this immediately when you're attacked from behind!



#### DEFEND

f a character is badly wounded or can take no useful actions, press to the right to bring up the Defend command. This will significantly crease the character's Defense antil his or her next turn.



#### **RUN AWAY**

a battle is not going well, you can der your characters to flee at any me by holding down the R and L rtons. It may take a while (espey against high-Agility enemies). You may drop some money on r way out. You cannot flee from coss battles or other fixed encouns (trapped chests, for example).



#### STATUS CONDITIONS

Enemy spells and attacks can cause a wide variety of potentially harmful status conditions. Some automatically go away at the end of combat, but many will remain until healed by an appropriate item or the Esuna spell. In addition to the methods listed in the chart, all status conditions except KO can be cured by staying at an Inn. or by using a tent, cottage, or Remedy item.

#### **HARMFUL STATUS CONDITIONS**

#### Confusion

#### EFFECT

Character attacks own allies until hit or cured.

#### Curse

#### EFFECT

Attack and Defense scores are reduced by half.

#### Darkness

#### EFFECT

Accuracy is significantly diminished.

#### KO

#### EFFECT

Character cannot act. Game ends if all characters are KO'd.

#### Mini

#### **EFFECT**

Attack and Delense scores are reduced by half.

#### Paralysis

#### EFFECT

Character cannot act. Game ends if all characters are paralyzed.

#### Petrification

#### EFFECT

Character cannot act. Game ends if all characters are petrified.

#### Pig

#### EFFECT

Character cannot use any magic except the Pig spell.

#### Poison

#### EFFECT

Character loses HP on each turn.

#### Silence

#### EFFEC

Character cannot cast magic spells.

#### Sleep

#### EFFECT

Character cannot act until hit or cured.

#### Toad

#### EFFECT

Attack and Defense decreased; can cast no spe is except Toad.

#### CURE

Cleared at the end of combat. Use a Unicorn Horn item or the Esuna spell.

#### CURI

Cleared at the end of combat. Use a Cross item or the Esuna spell.

#### CURE

Cleared at the end of combat. Use the Eye Drops item or Esuna spell.

#### CURE

Use a Phoenix Down item, the Life spell, or the Full-Life spell.

#### URE

Use a Mallet item, the Esuna spell, or the Mini spell.

#### CURE

Cleared at the end of combat. Use a Unicorn Horn item or the Esuna spell.

#### CURE

Use a Gold Needle item or the Esuna spell.

#### CURE

Use a Diet Food item, the Esuna spell, or the Pig spell.

#### CHRE

Use an Antidote item or the Esuna spell.

#### CURE

Cleared at the end of combat. Use the Echo Herbs item or the Esuna spell.

#### CURE

Cleared at the end of combat. Use a Unicorn Horn Item, an Alarm Clock item, or the Esuna spell.

#### CUR

Use the Maiden's Kiss item, Esuna spell, or Toad spell.



Summoning Magic

he ability to summon powerful creatures to fight on one's behalf has long been a special gift held by the people of Mist. Summon magic often takes a long time to cast and consumes a great deal of MP, but the effects can be quite stunning. Most summoned creatures damage all enemies in combat, and a few can heal your party or cause other special effects. Enlisting all the summonable creatures can be a rewarding side quest.

#### LEARNING SUMMON SPELLS

Rydia does not learn Summon spells by leveling up, as she does with her White and Black magic. She can summon only creatures that have agreed to aid her, so you'll need to prove your party's worth in battle or by accomplishing various tasks. Many of the best Summon spells can be acquired only by completing optional side quests that are covered in detail in the Walk-through section of this book.





#### SPELLS EARNED IN EVENTS

Rydia begins the game knowing only the Chocobo Summon spell, but learns Shiva, Ramuh, Ifrit, Titan, and Dragon automatically at a certain point in the game. The only other Summon spell you can learn without a fight is Sylph, which can be earned in Sylvan Cave (see page 70 for details).

#### SPELLS EARNED IN EVENTS

Chocobo	Damages a single enemy
Shiva	Inflicts Ice-type damage on all foes
Ramuh	Inflicts Lightning-type damage on all foes
Ifrit	Inflicts Fire-type damage on all foes
Titan	Heavily damages all foes
Dragon	Damages all foes
Sylph	Steals HP from foes and distributes it among allies

#### SPELLS EARNED IN BATTLE

The most powerful Summon spells can be earned only by defeating the bosses of difficult optional areas. See the Land of Summons (page 72), Castle Baron (page 73), and Cave of Bahamut (page 77) for more details.

#### SPELLS EARNED IN BATTLE

Odin	May instantly kill all foes
Leviathan	Heavily damages all foes
Asura	Casts either Protect, Curaga, or Life on all allies
Bahamut	Massively damages all foes



#### SPELLS DROPPED BY FOES

The remaining four Summon spells are earned randomly after defeating certain foes. To earn these spells, seek out battles in the areas where these enemies live, and hope you get lucky enough to earn an item that appears as a white circle with the name of the summoned creature. If you use the item on Rydia, she'll learn the spell.

#### Goblin



Basic Goblins are the game's easiest foes, and they can be found wandering in the Baron region of the Overworld. The summoned Goblin merely does light damage to a single foe.

#### Bomb



The Bomb Summon spell is dropped by such enemies as the Balloons In Babel Tower and the Dark Grenades on the moon. When summoned. the bomb self-destructs to damage a single foe.

#### Cockatrice

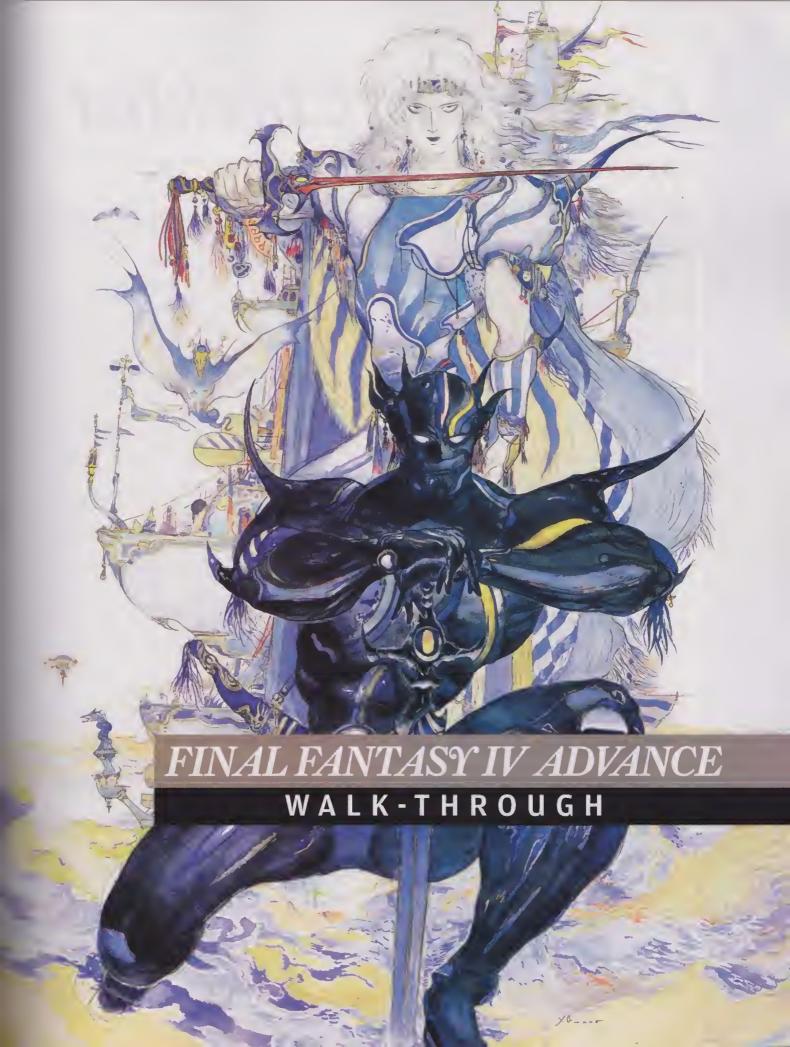


You can encounter Cockatrice enemies on Mt. Hobs and in the Fabul region of the Overworld map. When summoned, the Cockatrice will slightly damage a single foe and petrify it if possible.

#### Mind Flaver



Mind Flayers can be found in the Magnetic Cavern. When summoned, they damage a single foe and paralyze It If possible.





# Gameplay Checklist

hile the Walk-through covers all areas in detail, the checklist is an easy way to figure out what you need to do when you lose the thread of the story. Optional areas are highlighted. Check off events as you complete them.

Castle Baron	Pg. 27
• Speak with King Baron and receive the Bomb Ring.	.//
Baron City	Pg.30
Mist Cave	Pg. 32
• Defeat the Mist Dragon and clear the cave.	
Mist	Pg. 46
• Escape from Mist with a little girl.	
] Kaipo	Pg. 33
<ul> <li>Defeat the soldiers at the inn.</li> <li>Speak with Rosa in the house at the outskirts of to</li> </ul>	wn.
Underground Waterway	Pg. 34
Meet Tellah near the entrance and recruit him.     Defeat Octomammoth.	7.8.9.2
Damcyan Castle	Pg. 36
Recruit Edward at Damcyan Castle.	- 0
Use the hovercraft to reach the Antlion Cave.	
Antlion Cave	Pg. 37
Defeat Antlion and get the Sand Ruby.	
Kaipo	Pg. 33
Cure Rosa with the Sand Ruby and recruit her.	
Mt. Hobs	Pg. 38
Have Rosa and Rydia melt the ice at the entrance.	
Defeat Mom Bomb and recruit Yang.	
Fabul Castle	Pg. 39
• Fight against the Baron Invaders.	18.07
Speak to the King of Fabul and receive the Deathb	oringer.
Mysidia	Pg. 42
Board the ship in the port of Fabul.	
Speak to the elder at the Hall of Prayer, Recruit P.	alom & Porom.
Mt. Ordeals	Pg. 42
· Have Palom douse the wall of fire at the entrance	,
Speak with Tellah and recruit him once again.  Person Searmiglions twice.	
<ul> <li>Defeat Scarmiglione twice.</li> <li>Defeat your dark nature to become a Paladin.</li> </ul>	
	Do 4
Mysidia	Pg. 4

Old Waterway	Pg.44
· Use the Baron Key to unlock the Old Waterway to Bar	on Castle.
Baron Castle	Pg. 27
Defeat Baigan and Cagnazzo.	/
Recruit Cid and acquire the Enterprise airship.	
Mist	Pg. 46
Agart	Pg. 47
Mythril	Pg. 48
Eblan Castle	Pg. 49
	- m-a
Troia	Pg. 51
Troia Castle	Pg. 52
Locate Edward and obtain the Twin Harp from him.	- 0
Magnetic Cave	Pg. 54
• Defeat the Dark Elf and Dark Dragon,	18.01
	Pg. 52
Troia Castle  Follow Kain to the Tower of Zot.	1 8. 02
Towns of 7at	Pg. 56
Tower of Zot  • Defeat the Magus Sisters.	18.00
Recruit Rosa and Kain again.	
Défeat Barbariccia.	
Receive the Magma Rock.	
Agart	Pg. 47
• Throw the Magma Rock into the Agart well.	4
Dwarven Castle	Pg. 58
Speak with the Dwarf King and Defeat Calcobrena.     Recruit Rydia and defeat Golbez.	
Tower of Babel: Underworld	Pg. 6
Defeat Dr. Lugae and receive Dr. Lugae's Key.     Unlock the cannon control room and disable the car	เทอทระ
Castle Baron	Pg. 27
Have Cid's assistants upgrade your airship.	
Cave of Eblan	Pg. 64
Transport the hovercraft to Eblan and use it to enter	



☐ Tower of Babel	Pg. 65
<ul> <li>Infiltrate the Tower of Babel with Edge's Ninjutsu skil</li> </ul>	ls.
<ul> <li>Defeat Rubicante.</li> <li>Seíze the enemy airship.</li> </ul>	
_ // // // // //	D- 50
Dwarven Castle	Pg. 58
Receive Luca's Necklace from the Dwarven King.     Have Cid upgrade the airship.	
The distribution of the second	
Tomra	Pg. 67
Sealed Cavern	Pg. 68
• Defeat the Demon Wall and get the Crystal.	1 g. 00
• Escape from the Sealed Cavern,	
Sylvan Cave	Pg. 70
Cave of Summons	Pg. 71
	/
Land of Summons	Pg. 72
Castle Baron	Pg. 27
	2 20
Dwarven Castle	Pg. 58
• Hear the story of the Lunar Whale from King Giott.	
Adamant Grotto	Pg. 73
	. //
Kokkol's Smithy	Pg. 73
	7
Mysidia	Pg. 41
The elders call forth the Lunar Whale. Fly it to the m	oon.
Hummingway Home	Pg. 74
Titining way tronic	. 6
Lunar Path	Pg. 75
	. Z
Crystal Palace	Pg. 76
- FuSoYa joins the party.	
Cave of Bahamut	Pg. 77
Giant of Babel	Pg. 78
<ul> <li>Defeat Scarmiglione, Cagnazzo, Barbariccia, and Ru</li> <li>Defeat the CPU of the Giant of Babel.</li> </ul>	bicante.
Defeat the CPU of the Glant of Babel.     Follow Golbez and FuSoYa to the Moon.	
Citos detects and in society many	

Cave of Trials	Pg. 80
Crystal Palace	Pg. 77
Find the entrance to the Lunar Subterran	e,
Lunar Subterrane	Pg. 82





# How to Use the Walk-through

#### STRATEGY POINT

The numbered points in each section list the actions you need to take to proceed on your quest, as well as opportunities to explore secret areas and find or buy special items. The numbers correspond to the orange points on the map.

#### PARTY LEVEL

FFIV Advance is a difficult game, and you may need to battle monsters to level up your characters before you challenge certain areas. If your characters' levels don't match the numbers shown here, you may have a tough time in the area.



#### AREA MAP

Full maps are shown of each major area and of most of the smaller areas within (shops, homes, and connecting passages, for example). Labels on these maps list the items you can find, and direct you to other content in the gulde.

#### **BOSS DATA**

The game's bosses are quite difficult, and special tricks may be required to beat them. You can read detailed strategies in boxes like this one and see a chart with each boss's stats and weaknesses.

#### **SHOP LISTS**

These charts list the stock for each shop in the game. These shops will not always be open the first time you enter the town, but they always sell the same items at the same prices.

#### **MAPKEY**

Numbered boxes refer to detailed strategy points elsewhere on the page.



Items are called out by name at the chest or object where they can be found. Items in reverse type (light on dark) are inside buildings, and exact positions are not shown.



Letters indicate where maps connect. To see where a door leads, find the corresponding letter.



The "5" icon indicates a camp site where you can use a tent or cottage and save your game.



As you might imagine, these markers indicate the entrance and exit of each area.



Many areas have secret passages through what seem like solid walls, forests, and dark voids. The dotted lines reveal the hidden path.



A red box on a map indicates the location where you'll fight a boss. There should be a corresponding boss box on the same page.

OLD WATERWAY PAGE 44

Some areas connect with other areas covered in different sections. You can flip to the listed page number for more details.

## KING BARON'S

# Special Mission

our mission to Mysidia was successful, but King Baron can see that Cecil is questioning his loyalties. To prove his fealty, he'll have to accept a special mission—slay the phantom beast that infests Mist Valley, and deliver a strange ring to the village of Mist.

RECOMMENDED LEVELS		
CECIL	10	
KAIN	10	

### Castle Baron

astle Baron is a vast and gloomy fortress that conceals many treasures. Yet Cecil's quest is urgent, so at point there is little time to explore. You can search the castle's dark corners when you return later in

# REST IN CECIL'S QUARTERS

er being dismissed by the king, you can confer with at the table to the east. To the south you'll find a y room with a tent, Ether, and 480 gil (you'll need oush a small switch on the wall to open the door).

there, you can explore the castle or head through way E to reach your quarters in the west tower.

well, for you will be ushered out of the castle to your mission as soon as dawn breaks.

**CASTLE BARON** 

# INFILTRATING THE CASTLE

LATER Later in the game, you'll return to the castle via the Old Waterway (see pages 44 and 45 for details). You can return to the castle grounds through the door at point 2, and you'll find the area's first boss through door B. Before you challenge him, return to Cecil's room to rest and restore your party's health. You may want to do this after battling the boss as well.

# THE CASTLE'S TREASURE ROOM

LATER This area is blocked on your first visit to the castle, but when you return you can find a hidden switch on the west side of the room that connects doors C and H. A passage in the darkness leads to a small room with several useful recovery items.

## RAIDING THE EAST TOWER

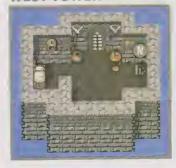
LATER Upon your return to Castle Baron, you can also thoroughly explore the east tower. The upper floors contain several useful treasures.

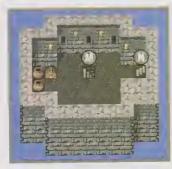


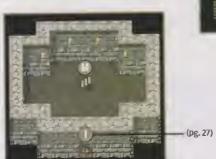




#### WEST TOWER

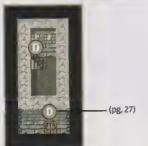




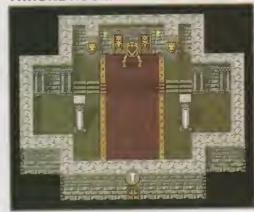


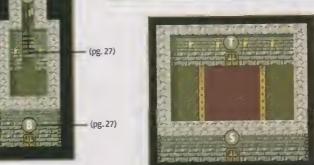
#### **BARON DUNGEONS**

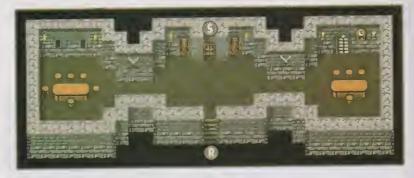


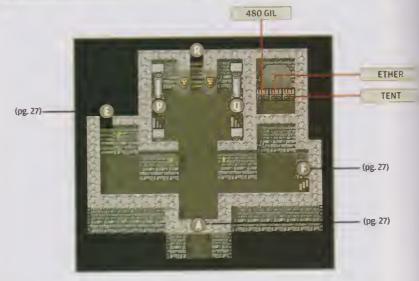


#### THRONE ROOM







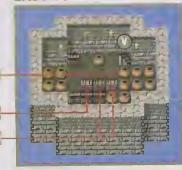




#### BLACK MAGIC RESEARCH LAB



#### EAST TOWER



#### WHITE MAGIC RESEARCH LAB

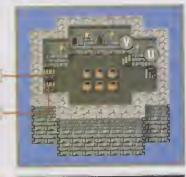


HI-POTION

ETHER

TENT

HI-POTION



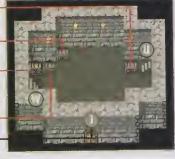
HERMES' SHOES

BACCHUS'S CIDER

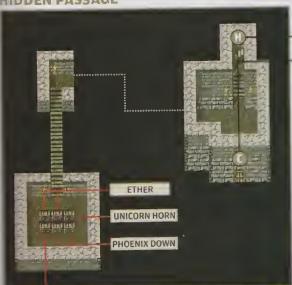
BACCHUS'S CIDER

HERMES' SHOES

(pg. 27)-



HIDDEN PASSAGE



B1F

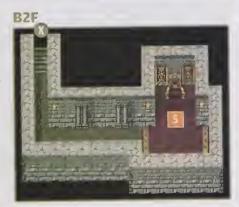
ELIXIR

(pg. 27)

UNICORN HORN

# A VISION IN THE BASEMENT

In the lowest level of the east tower you'll encounter... King Baron? He won't have much to say to you at this point, but his words contain a hint on how to proceed. Speak to him again after visiting the Land of Summons to trigger a new event. See page 72 for details.





Baron City

The small town surrounding Castle Baron is home to the families of Rosa and Cecil, as well as most of the civilians in the Baron empire. At the moment your only business here is shopping and searching for hidden items, but in the future you'll be able to exploit a secret path that connects the city to the castle.

RECOMMENDED LEVELS CECIL KAIN 10

#### **I**THE SHOPS OF **BARON CITY**

The weapon and armor shops are locked shut, leaving only an item shop to visit. Here you can buy guest staples like Potions and Phoenix Downs, but don't spend all your money before you thoroughly search the town for hidden items. There's no point buying stuff you can find for free!

#### THE INN'S SECRET ROOM

Even If you don't need to stay at the inn to restore your health, you should stop in to swipe a few hidden treasures. Grab a Potion from a pot, then search the wallmounted swords to the north to find a hidden switch that opens the door to the treasure room. You can find more items by taking the hidden path through the woods in the northeast corner of town.

#### **BARON'S SUNKEN** TREASURES

Follow the path to the raised platform in the north. where a dancing girl will put on a show for you. As cute as she is, don't let her wiles distract you from noticing the staircase that leads into the adjacent pool. Step into the water and swim down the waterfalls to the pond in the southeast, where you can find a sunken Tent and Hourglass.



# GOLD NEEDLE PHOENIX DOWN POTION BARON WEAPON SHOP ARMOR SHOP ITEM SHOP INN ENTRANCE POTION HOURGLASS TENT

#### **THE SOLDIERS** IN THE INN

LATER When you return to Baron via the Oevi's Road, you'll find a group of soldiers in the inn's d. area. The soldiers attack on sight, and can devasta: your party with Mini and Pig spells, Have Palom or Tellah blast them with high-level spells to destroy tell as soon as possible. If a character is transformed. them by having Palom and Porom cast the same s,... on the inflicted character.

Yang will attack next, and his Kick command can solid damage to everyone in the party. Keep your 40 and cast all the high-level spells you can, since Yang several thousand more HP than he did when last you

After the battle, an abashed Yang will rejoin your party and hand over the Baron Key. You can use this unlock the weapon and armor shops and the Old Waterway at point C. Coverage of that area begins or page 44. Yang has lost most of his gear, so you'll need to hit the shops first.

#### **ITEM SHOP**

NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

#### **WEAPON SHOP**

NAME	PRICE
Fire Claw	350
Healing Staff	480
Ice Claw	450
Thunder Claw	550
Thunder Rod	700

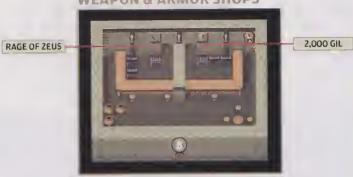
#### ARMOR SHOP

NAME	PRICE
Kenpogi	4,000
Silver Armlet	650
Twist Headband	450

#### C D'S HOUSE



#### **WEAPON & ARMOR SHOPS**



#### **ENTRANCE TO OLD WATERWAY**



#### TRAINING ROOM

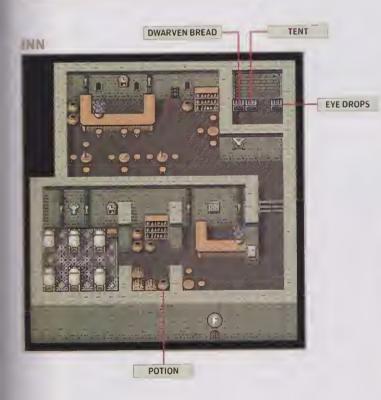


#### **DEVIL'S ROAD**



#### **ROSA'S HOUSE**







### Mist Cave

RECOMMENDED LEVE CECIL KAIN

To reach the Mist Cave, travel over a bridge to the west of Baron and then through a mountainous valley to the northwest. You'll be attacked many times on your journey, but the foes should be nothing your powerful warriors can't handle! Save your game before you enter the Mist Cave, as you won't be able to once you're inside.



### THE VOICE IN

You'll be threatened by a mysterious voice as you tra-e through the Mist Cave, and the warnings will get more dire as you reach the end. At point 1 you'll hear its fina warning-heal up if you're wounded and steel yourself battle as you ascend the next staircase. When you refusthe voice's demand to withdraw, you'll be attacked by a Mist Dragon, the dungeon's boss guardian.

#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Flying Eyes	40	Throw	96
Goblin	6	-	97
Insectus	28	_	98
Sword Rat	30	- 12	103

POTION

### Mist Dragon

To dish out the resonant amount of damage, have Kain use he Jump command while Cecil focuses on regular attacks. When the boss disappears in a cloud of mist, hold back and use your turns only to Defend or use items. Not only are attacks against the mist futile, but they also provoke deadly Cold Mist counterattacks!



STATUS	
НР	465
EXP	700
Gil	200
ATK	16
DEF	5
Weak Vs.	-

# DELIVER THE BOMB

Leave the cave through the north exit to find yourself just outside the village of Mist. Enter the village-you'll quickly discover why it's called a "Bomb Ring." As events ensue. you'll find yourself locked in a battle with a summoned Titan-you can't win, so don't even try! When you recover, you'll find yourself alone on the other side of the mountains.



# Kaipo

may have to battle through several random encounters as you head north to the desert town of Kaipo. The enems are numerous but not as dangerous as they may appear. Use your Dark command sparingly, as it will damage more than they ever could! When you reach the desert, head northeast to the oasis town of Kaipo.

# RECOMMENDED LEVELS CECIL 12 RYDIA 1

### SAVE RYDIA AND EARN HER TRUST

coon entering Kaipo, Cecil will head straight for the inn. Saron's soldiers will find you here, but not before you have a chance to rest a bit and refill your HP. Blast the grunts with the Dark command and then turn your normal attacks on the general for an easy victory. Touched by your chlvalry, Rydia will join your party soon after.

## 2 AN UNEXPECTED REUNION

In the house in the northeast corner of town you'll stumble upon another Baron expatriate. Rosa was found near the ruins of Mist, and is now trapped in the delirium of desert fever. You'll need a Sand Ruby, a gem found only in Antlion Caves, to cure the malady.

### 3 SHOPPING FOR TELLAH

The shops here don't sell much that Cecil or Rydia could use, but there are several items that can give your next new aily a much-needed defensive boost. You'll meet Sage Tellah in the Underground Waterway, and he could benefit from a Leather Cap and Iron Ring for his bare head and arms.

# ...Oh! She looks very pale. Is she alright? Get her to a bed, quickly! She can rest here, free of charge.





KAIPO	ETHER
INN ITEM SHOP  ARMOR SHOP  ARM	WEAPON SHOP

#### **ITEM SHOP**

NAME	PRICE
Antidote	40
Eye Drops /	30
Gold Needle	400
Gysahl Greens	>50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

#### **WEAPON SHOP**

NAME	PRICE
Bow	220
Iron Arrow	10
Rod	100
Staff	160

#### **ARMOR SHOP**

NAME	PRICE	
Clothes	50	
Iron Armlet	100	
Leather Cap	100	
Leather Garb	200	



# THE SAND RUBY IN The Antlion Cave

he Sand Ruby that can save Rosa's life won't be easy to find. You'll first need to pass through the Underground Waterway to reach the kingdom of Damcyan. After a brief stop at Damcyan Castle, you can finally set off for the Antlion Cave.

RECOMMENDED LEVELS
CECIL///////14/
RYDIA/////5
TELLAH 20

# Underground Waterway

The entrance to the waterway is north and a little to the east of Kaipo. Before you attempt it, provoke a few encounters with simple desert enemies to put Rydia up a few levels, then restore her HP and MP with a quick stay at Kaipo's inn. The spells she'll learn will be a great help during the challenges to come.

#### I AN OLD MAN IN NEED

At the end of the second bridge to the west you'll run into an old man who is in desperate need of assistance. He is none other than the Sage Tellah from Kaipo, and he's more than willing to help you if you'll help him find his daughter. Considering he's a powerful level-20 spellcaster, you may be getting the better end of this bargain.

# THE CHAMBER BELOW THE FALLS

A stairway south of the Iron Armiet chest leads straight into the lake. By wading through the water you can

reach both the Iron Armlet and a hidden chamber beneath the waterfall with three treasure chests!



#### MONSTERS

NAME///	HP	WEAKNESS	PAGE:
Alligator//	175	//ce''///	/ 5.
Gigantoad	/47	/ ice/ / //	4
Killer Fish	65	Lightning	妈
Réd Mousse/	35	Fire / //	7.
Sahagin /	/64	Lightning	· :_
Tiny Mage	69	14/11/11	133
Toadgre	-59	/ce' ///.	701
Vile Shell	58	Lightning //	174
Water Bug /	125	Lightning	194
Zombie'///	/52	Holy Fire	104

### REST AT THE CAMP SITE

You can afford to use Tellah's and Rydia's spells with abandon to speed through this floor. That's because there's a camp site at point 3 where you can pitch a tent, save your game, and recover all your lost HP and MP. Oon't forget that you can press to the left to target all enemies when casting spells.





#### THE PATH IN HE DARKNESS

second part of the third sublevel, don't rush up the stairs at the end of the map. To the left staircase is a secret passage that climbs over the ise and lets out at the east side of the map, near a with a Feathered Cap. Follow the dotted line on ap below to find your way through the darkness.

#### 5 THE OVERLAND PASSAGE

The Underground Waterway has been broken up into two sections. After completing the first, you'll exit into a small Overworld valley where you can pitch a tent and save your game. Then enter the more difficult Waterfall area through the passage to the north and prepare to get wet.









WATERFALL







before you can slay the Octomammoth with a direct hit to the head. To deal the most have a have Cecil use standard attacks while Tellah and Rydia blast the creature with Thunder spells.



STATUS	
HP	2,350
EXP	1,200
Gil /	/// 500
ATK-	/ / 22
DEF	- 0
Weak Vs.//	Dark, Lightning



## Damcyan Castle

You'll exit the Underground Waterway just south of Damcyan Castle, but an untimely bombing run will obliterate the castle just as you approach its gates. Only a few Damcyans survived, but one will be willing to help you save Rosa.

RECOMMENDED L	EVELS
CECIL	15
RYDIA	12
TELLAH	20

## HIS HOVERCRAFT

Make your way to the castle's top floor, where Tellah will find Anna and confront the man she ran away with. After the events that follow, Tellah will leave your party in a huff, but Prince Edward will join as a replacement. The Prince is an odd character; he can heal the group and sing status-condition-inducing songs, but he'll automatically run and hide when his HP gets low. Cure him as necessary to keep him in battle.

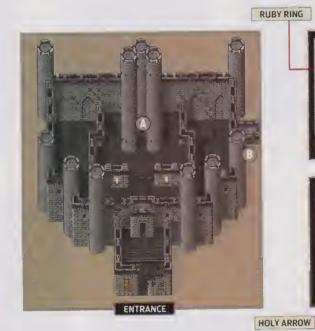
## IN THE CASTLE

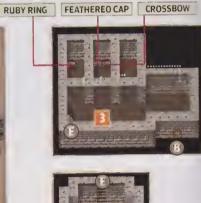
After the events on the third floor, Edward will usher you back to the Overworld and into his hovercraft. If your party remains wounded, you should immediately park the hovercraft and return to the castle, where you'll find two healing pots on the third floor. The one on the left restores HP, and the one on the right refills

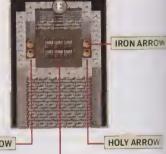
#### THE PRINCE AND HEALING WATER THE DUNGEONS OF DAMCYAN

From just in front of the castle's entrance you can head east through the sand to enter the dungeons at point & A not-so-hidden switch to the right of the first cell will open a door to the cells, and secret passages within the cells will let you reach the treasures. Still more treasures await in the dungeon basement, contained in both the chests and pots.









ANTIOOTE - EYE OROPS PHOENIX DOWN - GOLO NEEOLE





## Antlion Cave

The hovercraft allows you to glide over the rocky shoals in the water to the \* Theast and southwest of Dameyan Castle. To the southwest you'll find an route back to Kaipo Village, and to the northeast you'll find entrances to th Mt. Hobs and the Antlion Cave.

RECOMMENDED LEVELS		
CECIL	15	
RYDIA	12	
EDWARD	6	

#### **I**A NEW HARP FOR EDWARD

ard draws his musical ability from his harp, so when replace his Oreamer's Harp with the Lamia Harp and in the treasure room here, his music will begin susing foes instead of putting them to sleep. This is added effect of his normal attacks, so you don't need waste your turns with the rarely effective Sing comand to do it!

#### **BACKTRACK TO** A CAMP SITE

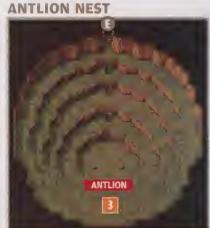
After grabbing the harp, you can return to level B1 through stairway C. This will put you right outside of the door that leads to this dungeon's camp site. Raid the chests and then spend a quiet night at camp before heading to the Antlion Nest through stairway E.

 -	0.40	100	-
 	1 4	11 15	07.
wa		8.9	100

NAME	HP	WEAKNESS	PAGE#
Adamantoise	190	Ice	92
Basilisk	90	~	93
Domovoi	37	-00/2	95
Goblin	6	-/	97
Leshy	130	Holy	99
Sand Worm	75	+	102
Yellow Jelly	55	Lightning	104







POTION

TENT

LAMIA HARP

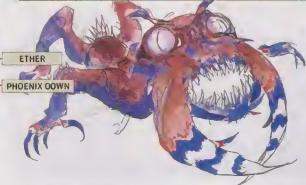
Antlion

'ou de uid se able le serve off the servers regular attacks, but the counterattacks it univashes when attacked directly are much more powerful. Instead of using standard attacks, have Cecil use Dark, have Edward use Heal, and have Rydia

Counter Hera		
17271100	14/47	•
ACCEPANT OF THE PARTY OF THE PA	T-1	770.80
or The	- si	
	1	
Antim	Cecil Educi	257 🚍

STATUS	
HP	1,100
EXP	1,500
Gîl	800
ATK	11
DEF	3
Weak Vs.	- ////





## RUSH THE RUBY

When you've claimed the ruby, use your Emergency Exit to return to the surface (or walk out to earn some more EXP). Take your hovercraft back to Oamcyan, over the shoals to the southwest, and through the desert to Kaipo. Use the Sand Ruby at Rosa's bedside to break the fever immediately. Restored to full health, she'll join your party on the spot.



# THE WIND CRYSTAL of Fabul Kingdom

ith Damcyan in ruins, the Baron war machine is turning its sights on Fabul, home of the Wind Crystal. If you can cross the treacherous peaks of Mt. Hobs in time, perhaps you can beat Golbez to Fabul and discover his true intentions.

RECOMMENDED L	EVELS
CECIL	16
RYDIA	14
EDWARD	13
ROSA	11

#### MONSTERS

Name and Address of the Owner, where the Owner, which is the Ow	_	the state of the s	
NAME	HP	WEAKNESS	PAGE#
Bloodbones	210	Fire, Holy	93
Bomb	55	- 0.000	93
Cockatrice	149	Throw	94
Gargoyle	160	Holy, Throw	96
Gray Bomb	111	-	97
Skeleton	135	Holy, Fire	102
Spirit	86	Holy	103

## Mt. Hobs

The west entrance of Mt. Hobs is just to the northeast of the Antlion Cave. The way is blocked with a wall of ice, but Rosa can convince Rydia to master the art of fire and blaze a path through it. If you haven't already returned to Kaipo to heal her, do it now!

#### **WEST ENTRANCE**





## BEGIN YOUR ASCENT

At point 1 Rydia will clear the ice and learn the Fire spell. This spell will give her some game against the Skeletons that prowl here, but none of the other enemies will have much to fear from her. Consider equipping Rosa with some of the Holy Arrows found in the chests so she can help slay difficult Gargoyles and Spirit enemies.



#### 2 SAVE YANG FROM MOM BOMB

At point 2 you'll find High Monk Yang fighting for his life against a group of bloodthirsty monsters. If you can save him from the Mom Bomb, he'll join your party. This versatile fighter can strike a group of foes with the Kick command, boost his own strength with the Power command, and give himself a battle-long defensive boost with the Gird command.

#### **EAST ENTRANCE**



#### Mom Bomb

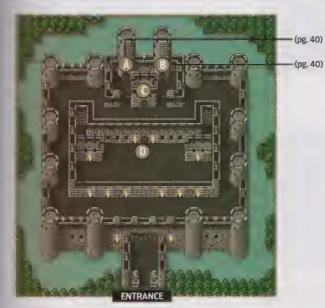
Don't cast Fire spells against Mom Bomb, or she'll explode, and not in the good way. Instead, hammer her with normal attacks and Chocobo Kieks. When you see the explosion warning, heal until all characters have at least 100 HP. The explosion will leave six smaller bombs that can be wiped out with Cecil's Dark command and Yang's Kick command.



STATL	IS	
HP	77700	11.000
EXP		1,900
Gil		543
ATK		30
DEF	100	
Weak V	S.	W

## Fabul Castle

eclearing Mt. Hobs, you'll still have a long road ahead of you. Fabul is far east, past several screens of rocky shoreline, through a wide mountain y, and in the center of a small desert. But your efforts are not in vain—arrive just in time.



#### RECOMMENDED LEVELS

17
15
14
10
12

#### **WEAPON SHOP**

NAME	PRICE
Fire Claw	350
Ice Claw	450
Thunder Claw	550

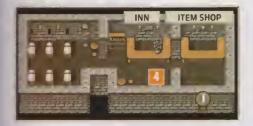
#### ARMOR SHOP

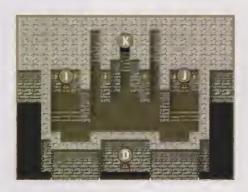
NAME	PRICE
Demon Armor	3,000
Demon Gloves	800
Demon Helm	980

#### ITEM SHOP

NAME	PRICE
Antidote	40
Eye Orops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

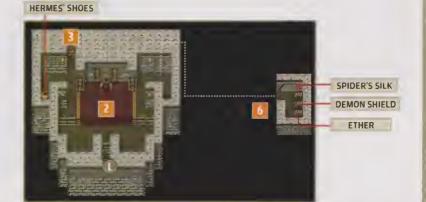














#### **II**GEAR UP FOR THE SIEGE

Events will unfold quickly when you speak to the king, so do your shopping and search the towers for items before you enter his throne room. The shop at point 1 sells a variety of elementally charged claws for Yang. All are equally powerful, but Yang can equip two at once, so you'll want to grab a second. You can also buy new Demon armaments for Cecil. They offer incremental improvements at high prices, but if Cecil is below the suggested level, he may need them.

#### 2 STAND FAST **AGAINST BARON**

You don't need to rest at the inn, as your health will be refilled automatically when the siege begins. After meeting the king, Cecil, Edward, and Yang will fight a series of six battles, alternating between Baron soldiers and monsters. You can't heal or change equipment between the enemy waves, so make sure everyone is equipped with the best possible gear before you talk to the king (especially Yang, who joined with bare arms and no headgear). For more experience and gold, slay the Baron Captains before you kill their last soldier so they won't be able to retreat.

#### 3 BETRAYED BY AN OLD FRIEND

Your reunion with Kain in the Crystal Chamber will not be a happy one; he'll attack Cecil in a one-on-one battle that you simply cannot win. Since you're doomed to fail here, don't waste any healing items. Cecil will survive his defeat, but not without paying a heavy price to

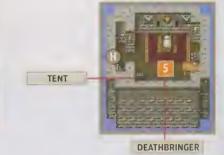
#### **PLANNING A** COUNTERATTACK

Rydia's healing should leave you in good shape, but you'li stili need to visit the inn so you can discuss your next move with the party. After a much-needed rest, you'll be summoned to speak with the king in his room atop the east tower.

#### 5 AN EVIL BOON FROM THE KING

After agreeing to your request for a ship, the king will present Cecii with the legendary Deathbringer. Not only does this sword significantly boost Cecil's Attack and Defense scores, but it also has a chance of scoring a one-hit kill against any enemy it damages!

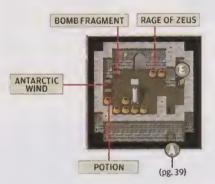


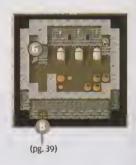


BACCHUS'S CIDER









#### 6 FABUL'S HIDDEN TREASURE ROOM

Before you set off for the port, return to the throne room and step on the off-color stone at the east end of the room to reveal a secret passageway. If you can find your way through the darkness beyond the door, you'll

discover a small treasure room with a few supplies and a Demon Shield for Cecii.





A QUEST FOR Redemption

hen Ceeil's ship is smashed by Leviathan, he awakens to find himself alone in the Overworld's southeastern continent. The only civilization nearby is Mysidia, where Cecil has few friends. Before the Mysidians will help him return to Baron, he'll need to give up the path of darkness and begin a new life as a Paladin of light.

## Mysidia

You committed unspeakable erimes when last you visited Mysidia, and the citizens have neither forgotten nor forgiven Cecil. To exact revenge, they may poison Ceeil or transform him into a toad or pig when he speaks to them. To reverse the effects of the transformations, speak again to the person who cursed you.

#### **II** A TRIAL FROM **MYSIDIA'S ELDER**

The Elder in the Manor of Prayers is willing to listen to Cecil, and will offer him an opportunity to prove himself by traveling to Mt. Ordeals and attaining the rank of Paladin. He'll also assign a pair of young mages to accompany you. Palom and Porom are ill-equipped for battle, so pay a visit to the weapon and armor shops before you depart. Of the two rods available to Palom, the Flame Rod will serve him far better in Mt. Ordeals.

#### **THE DEVIL'S ROAD TO BARON**

LATER When Cecil passes the Elder's challenge, he'll be allowed access to the Devil's Road on the east side of town. Before you step into the teleportation gate, visit the armor shop to sell Cecil's old Dark gear and purchase the series of Light and Knight gear that he can now equip. The Devil's Road leads straight to Baron City-turn to page 30 for details on how to proceed.



#### **NEAPON SHOP**

**RECOMMENDED LEVE** 

CECIL

NAME	PRICE
Crossbow	700
Flame Rod	380
Healing Staff	480
Holy Arrow	20
Ice Rod	220

#### **ARMOR SHOP**

NAME	PRICE
Gaia Gear	500
Gauntlets	3,000
Knight's Armor	8,000
Light Helm	4,000
Light Shield	700
Silver Armlet	650
Wizard's Hat	700

#### ITEM SHOP

NAME	PRICE
Antidote	40
Cottage	500
Echo Herbs	50
Gold Needle	400
Hi-Potion	150
Phoenix Down	100
Potion	30
Tent	100



## Mt. Ordeals

Mt. Ordeals is far to the east of Mysidia, at the literal heart of this Chocobo-shaped island. Before you enter the mountain to begin your trials, you may want to go on a scouting mission just to get Palom and Porom up a few levels. In their current state they're unlikely to survive direct attacks from the monsters on Mt. Ordeals.

RECOMMENDED I	EVELS
CECIL	18
PALOM	12
POROM	12

#### AID IN THE CHOCOBO FOREST REUNION

The small grove of trees south of Mt. Ordeals is a Chocobo Forest, always a welcome sight. Have Porom use up her MP to heal the party, then refill it by catching a White Chocobo. After completing Mt. Ordeals, you can grab a Yellow Chocobo to ride back to Mysidia in style (and without random battles).

#### **DOUSE THE** WALL OF FIRE

You'll need Palom to douse the flames that block the entrance to Mt. Ordeals. If your guilty conscience has kept you from visiting Mysidia, you'll have no choice but to return there and confront your past misdeeds.

## **PACHANCE**

As you ascend the mountain you'll run into Sage Tellah, who has come to Mt. Ordeals to unlock the secret of the Meteor spell. He hasn't learned any new tricks since your last encounter, but any character capable of casting Fire will be an asset against the undead monsters.

#### **B**RESIST YOUR **DARK NATURE**

Your trials begin when you enter the tomb at point 3. Here you will have to prove yourself by battling your own dark nature. The mysterious voice says that "a true Paladin will sheathe his sword," which is a hint to forego direct attacks and spend your turns using the Defend command or healing yourself with your new Cure spell. After several turns of passive resistance, the battle will be won.

You'll earn the Sword of Legend in the process, but all of Cecil's other dark armaments will fall right off, leaving you virtually defenseless. You can buy new gear in Mysidia, but in the meantime you should equip whatever old hand-me-downs you have in your inventory.

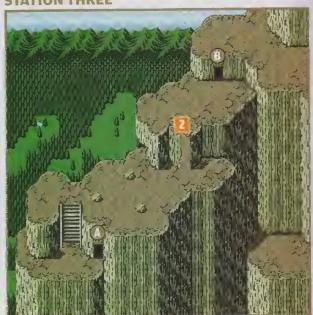
#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Bloodbones	210	Holy, Fire	93
Ghoul	222	Holy, Fire	97
Lilith	466	Fire	99
Revenant	250	Holy, Fire	101
Skeleton	135	Fire, Holy	102
Soul	200	Holy	103
Spirit	86	Holy	103
Zombie	52	Fire. Holy	104



# POTION ENTRYWAY ENTRANCE POTION

#### STATION THREE





ETHER

#### SUMMIT





ETHER



## Scarmiglione

When you first encounter Scarmiglione, he's backed up by four Skullnants. They're just as dangerous, but have far fewer hit points, so ignore the boss while you wipe them out guickly with Fire spells. Focus Cecil's direct attacks and any remaining marie newer.



ш	JIMIUJ	JEAN MILLETONE)
	HP	3,500
	EXP	3,200
	Gil	2,000
	ATK	19
	DEF	2
	Weak Vs.	

STATUS (SCAPMIGITONE)

STATUS (	SKULLHANT)
HP	200
EXP	50
Gil	100
ATK	42
DEF	. /// 1
Weak Vs.	Holy, Fire

## Scarmiglione (Second Battle)

You're not done with Scarmiglione yet! If the first fight left you wounded, return to the camp site to heal before you cross the bridge. When you do, Scarmiglione will reappear to strike from behind, so have your first character use the Row command to reverse your order. Despite all of Scarmiglione's bluster, Cecil's evil blade works just fine against him, and the beast won't last long against your focused attacks and spells.



STATUS (SC & RMIGLIONE AGAIN)			
HP	3,523		
EXP	3,600		
Gil	2,500		
ATK	46		
DEF	1		
Weak Vs.	Throw, Holy, Fire		



## INFILTRATING

## Castle Baron

s a Paladin, Cecil can now take Mysidia's Devil's Road to Baron City. After beating Yang in the Baron City inn, you'll earn the key to an Old Waterway that connects Baron City to the Castle Baron moat. This will allow you to sneak back into the castle and finally confront the corrupted King Baron.

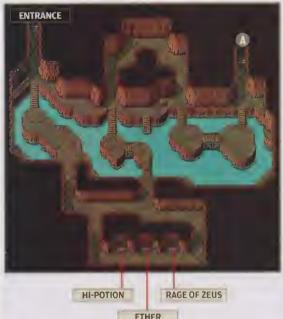
RECOMMENDED LE	VELS
CECIL	11
PALOM	17
POROM	17
YANG	18
TELLAH	22



## Old Waterway

Most of the enemies that patrol the abandoned waterway are weak to Thunder spells and attacks, so you'll get a lot of mileage from the Thunder Claws and Rods sold in Baron City. The waterway is full of secret passages, so you'll need to feel around the walls to find the path.

#### B4F



#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Alligator	175	Ice	92
Baron Guard	280	4	93
Death Shell	380	Lightning	95
Electrofish	284	Throw	96
Flood Worm	638	Lightning	96
Gigas Gator	292	Ice	97
Hydra	257	Lightning	98
Killer Fish	65	Lightning	98
Splasher	180	Lightning	103
Vile Shell	58	Lightning	104

HOURGLASS

SPIDER'S SILK



## FEEL OUT THE FALSE WALLS

There is an apparent dead end at point 1, but there are actually two secret passages through the darkness the southern passage is better for treasure ters, since it will take you past the two chests, but the eastern passage is a more direct route to the exit.

## TREASURES IN THE CAMP SITE

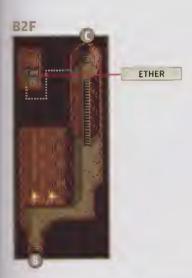
A camp site is a welcome find in a tough dungeon, but this one offers more than the usual amenities. A hidden passage in the northeast wall leads to a chest with a rare Ancient Sword for Cecil. It's actually a bit less powerful than the Sword of Legend, but it may curse the enemies it damages.

## REST IN CECIL'S ROOM

You'll emerge in the northern moat, but can travel south to an entrance to the castle. If necessary, stop at

your room in the west tower to rest, since you'll face boss Baigan in the castle's entryway and Cagnazzo in the throne room.









## Baigan

destroy both he'll simply regenerate them. Destroy only one arm, then focus on his body. After he's been hit with a spell for the first time, Baigan will east Reflect to bounce future spells back at you.

Make that first spell count, then switch to enture a ment spells like Haste and Berserk for your fighters.



НР	4.444
EXP	4,800
Gil	3,000
ATK	58
DEF	1
Weak Vs.	/////-

## Cagnazzo

Claw and have Palom and Tellah blast Cagnazzo with their strongest Thunder spells. Cecil and Porom should focus on healing the wounded, since Cagnazzo can dish out absurd amounts of damage with his Tsunamis (around 250 HP per character).

		Tsmysi	
70.	1	1	
3	8		
Jantie C	Menapos'		
5-1			
Coffmatt	Attack	Palon Tellab	945 <del>3</del>
	Items -	Ceek Yans Payon	

STATES	
НР	5,312
EXP	5,500
Gil	4,000
ATK	44
DEF	2
Weak Vs.	fce

#### TAKE FLIGHT ON THE ENTERPRISE

er you defeat Cagnazzo, Cid will join your party and lead you to his hidden airship. Your next desation Is Troia, home of the Earth Crystal, but there are a few other towns you may wish to visit rst. If you haven't yet found all of the treasures in Baron, you can land the airship and re-enter the astle by pulling a switch near the front gate.





## Mist

The overland route may have been cut off by the earthquake, but your airship will now allow you to return to Mist (it's just north of Baron) and see what has become of the fabled Village of Summoners. There are only a handful of survivors, but the shops are still open and there are a few treasures to find. RECOMMENDED LEVELS CECIL TELLAH 23

CID

YANG

20

20

#### OUTSIDE



BOMB FRAGMENT

BOMB FRAGMENT

GOLD HAIRPIN CLOTHES

RUBY RING

#### RYDIA'S LOST **TREASURES**

You'll find only Bomb Fragments in the outside area. but Rydia's family has squirreled away several treasures that are far more interesting. The hidden path begins in the fireplace and leads to a room with three chests. The highlight is the Gold Hairpin, a valuable piece of headgear that can be worn by a future party member. Continue east to discover a second hidden path, which leads to a Rod of Change that Tellah may wish to equip.

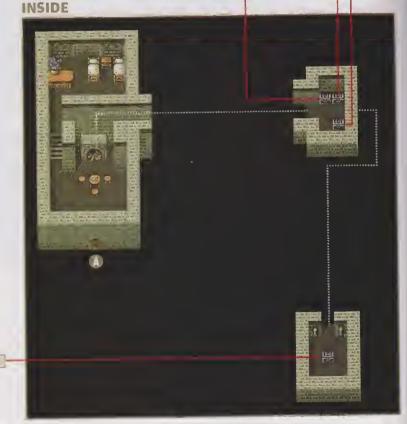
#### **WEAPON SHOP**

NAME	PRICE
Dancing Dagger	5,000
Whip	3,000

#### ARMOR SHOP

NAME	PRICE
Bard's Tunic	700
11111	1: - 1 /

ROD OF CHANGE



## Agart

Agart is a town on a small island directly south of Baron. Here you can purchase a few conventional sems and enjoy a public observatory, but there is little else to find at this point in the game. You'll return discover the secret of Agart's well a bit later.

RECOMMENDED LI	EVELS
CECIL	17
TELLAH	23
CID,	20
YANG /	20





WEAPUN SHUP	
NAME	PRICE
Boomerang	3,000
Bow	2201
Crossbow	700
Holy Arrow	20
Iron Arrow	10
Rod	/ 100
Spear	60
Staff	160

WEADON SHOD

ARMOR SHOP	
NAME	PRICE
Iron Armor	600
Iron Gloves	130
Iron Helm	150
Iron Armlet	100
Iron Shield	100

ITEM SHOP	
NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

#### **THE AGART OBSERVATORY**

bservatory at point 1 contains a massive telescope s always pointed at the moon. It isn't important at stage, but stargazers can stop in any time to enjoy TE NEW.

## 2 PLUMBING THE

LATER After completing the Tower of Zot, you'll be joined by an old friend who has picked up a mysterious stone known as the Magma Rock. When you toss it into the well here, a sudden tremor will rock the mountains to the north. The devastation will leave a sinkhole that's large enough for an airship to fit through.



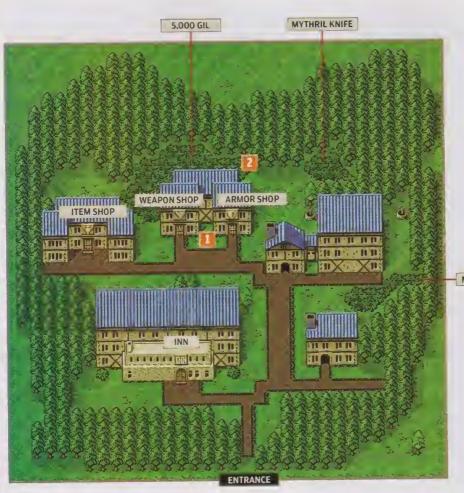


## Mythril

The village of Mythril is the hardest of the new towns to find, but may be the most rewarding. Here you can find several nice items and purchase fantastic (but pricey) equipment for your party members. You'll find Mythril on an island east of Baron and a little to the north. If you have trouble finding it, locate Fabul and head due south from there.

#### RECOMMENDED LEVELS CECIL 17

TELLAH 23 20 CID 20 YANG



#### **WEAPON SHOP**

NAME /	PRICE
Mythril Hamme	er 8,000
Mythril Knife	3,000
Mythril Staff	4,000
Mythril Sword	///6.000

#### ARMOR SHOP

NAME /	PRICE
Mythril Armor	17,000
Mythril Gloves /	2,000
Mythril Helm	3,000
Mythril Shield	1.000

MYTHRIL STAFF

ITEM SHOP	
NAME //	PRICE
Diet Food	/100

Maiden's Kiss // Mailet

## **MADE FROM**

Mythril is expensive, but it's the best gear you can buy at this point in the game. Cid probably needs equipment more than your other characters, so pick up a Mythril Hammer and some armaments for him, then buy gloves, a helm, and a shield for Cecil if any money remains. Don't sell your old gear-you'll want that Wooden Hammer and plenty of non-metallic armor in the Magnetic Cave.

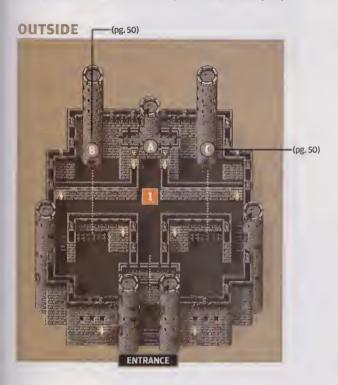
#### **TREASURES IN** THE GRASS

If you carefully search the tall grass in Mythril you'll find a few freebies: a Mythril Staff for Tellah and a Mythril Knife you can sell or save for a future party member. You'll also find 5,000 gil that you can put to immediate use at the local shops.

## Eblan Castle

If you fly west of Agart, you'll find a massive tower rising out of a black void. You can't enter that, but you can enter the much humbler Eblan Castle just to the southeast. It isn't clear what happened to this shattered stronghold, but several treasures remain in its hidden alcoves. Some are quite valuable, but many are hard to reach and a few are protected with deadly traps.

RECOMMEND	ED LEVELS
CECIL	17
TELLAH	23 20
YANG	20



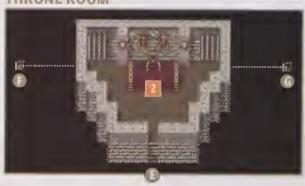
#### RICHES OF A LOST KINGDOM

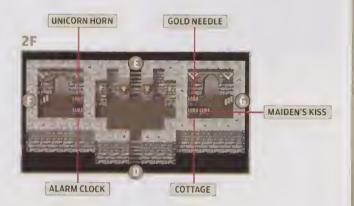
wearly all of the treasures in this castle are in alcoves mat can be reached only through cleverly hidden passages or by dropping down on them from above. You an raid the central throne room safely, but the east and west towers are much more dangerous.

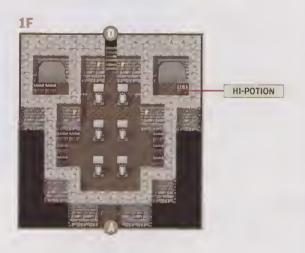
#### **I**SECRETS OF THE THRONE ROOM

There are no paths to the chests on either side of the second floor, but you can reach them via stairways hidmen in the void to either side of the throne room. The mests contain mostly basic supplies, but a few are rare somewhat valuable.

#### THRONE ROOM

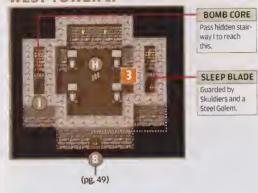


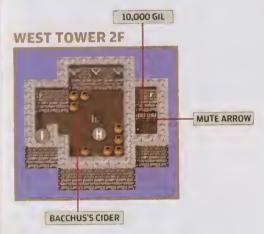






#### **WEST TOWER 1F**





#### **3** SOME CHESTS ARE TRAPPED

Three chests in the towers contain high-level monsters who will attack as soon as you open the lids. If you visit here shortly after getting the airship, it will be nearly impossible to survive; stay away from these chests until your characters' levels are in the 30s! The chest in the west tower is particularly difficult, since your characters will keep falling asleep during the fight. Its defensive properties may be weak, but the Prisoners' Wear may be worth equipping for its anti-Sleep properties.

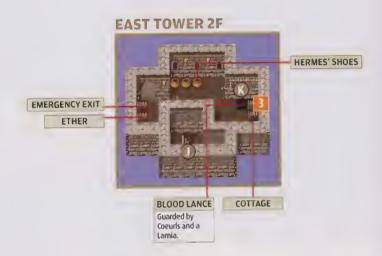
## BENEATH THE

Plummeting through the pit at point K will take you to the floor below and the chest containing the Silver Hourglass. Another pit south of that will take you to an Underground Passage with three chests. If you can fight through three powerful Mad Ogres, you'll earn a Silver Apple that will raise one character's Max HP by SO!

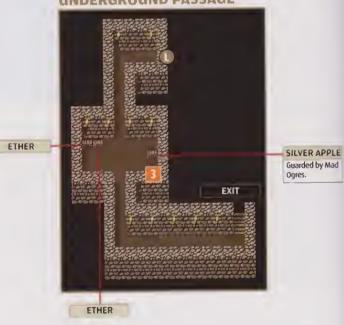
#### MONSTERS

NAME	HP	WEAKNESS /	PAGE#
Coeuri	593	6/45	94
Lamia	1.200	- /// /	98
Mad Ogre	2,000	- 0000	99
Skuldier	/ 740	Fire, Holy	102
Steel Goler	n 1,950	Ice/	103

## **EAST TOWER 1F** SILVER HOURGLASS COEURL'S WHISKER (pg. 49)



#### **UNDERGROUND PASSAGE**



THE THEFT OF THE

Earth Crystal

oint your airship toward the northwest coast of the Baron continent, where you'll find the kingdom of Troia just to the east of the waterfall. Park the *Enterprise* on the small patch of grass between the town and the castle, which is the only possible landing spot in this heavily forested land. You can now visit the town and castle, but to further explore the kingdom of Troia you'll need to abandon your airship in favor of a Black Chocobo, a flying variety that can land on forested terrain.

## Troia

The town of Troia is famous for its indoor Chocobo farm and the tavern's members-nly dance club. The weapons shop is an archer's dream—the enhanced Great Bow and the three elemental varieties of arrows are available for purchase.

RECOMMENDED LEVELS	
CECIL	17
TELLAH	23
CID	20
VANG	20



## 1 THE TAVERN'S V. I. P. ROOM

- r 10,000 gil, a bar patron will sell you a Membership Pass to the V.I.P. room in the back of Troia's Pub. V.I.P. Tembers can watch a troupe of dancing girls perform Intricate musical number, but there are no tangible ewards to be found. If you want to check it out, save ar game first and reset afterwards.

## 2 SHOPPING IN

The items sold in the armor shop are mostly obsolete, but sometimes old items work best. Since metal items are useless in the Magnetic Cave, pick up some Leather Garb and Feathered Caps if you don't have enough to go around. You may also want to buy a Great Bow for Cecil.

#### **WEAPON SHOP**

NAME	PRICE
Fire Arrow	30
Great Bow	2,000
Ice Arrow	30
Thunder Arrow	30
Wooden Hammer	80

#### ARMOR SHOP

NAME	PRICE
Clothes	50
Feathered Cap	330
Leather Cap	100
Leather Garb	200
Ruby Ring	1,000

#### ITEM SHOP

NAME	PRICE
MAINE	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

#### PUB

-	NAME	20	PRICE
l	Membership	Pass	10,000



## Troia Castle

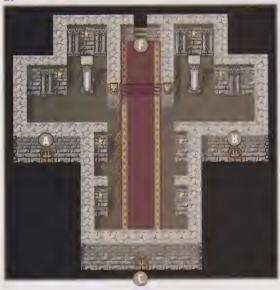
Kain sent you here to steal Troia's Earth Crystal, but the notorious Dark Elf has beaten you to it. Troia's ruling clerics will tell you what they know of the Dark Elf, but can't do much else to help. Fortunately your old friend Edward has a gift that will give your party a fighting chance against this crafty villain.

RECOMMENDED LEVELS	
CECIL	17
TELLAH	23
CID	20
YANG	20

#### OUTSIDE







25



#### 1F WEST



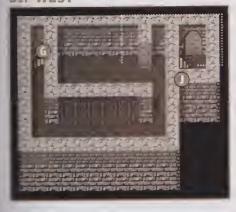
#### 1F EAST



## TREASURES OF TROIA CASTLE

The best loot you can find at this point is through stairway I. Repeatedly stepping on the floor switch will open all four hidden doors, allowing you to grab several useful items and a pair of non-metallic Ruby Rings. The treasures through stairway G, however, cannot be taken without the permission of the clerics. Don't bother lying to the guard about it—she'll see right through you.

#### **BIF WEST**



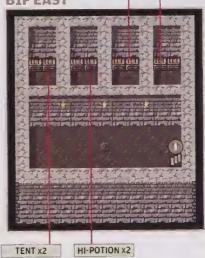
#### **B1F CENTER**



ETHER X2

RUBY RING x2

#### **B1F EAST**



#### **32F**



HI-POTION x2

REMEDY x2

ETHER X2

DRY ETHER x2
ELIXIR

ECHO HERBS X2

SILVER APPLE

GREAT BOW

FIRE ARROW x2

THUNDER ARROW

HELP FROM EDWARD

The good people of Troia have saved Edward from the shipwreck, but have not had much success restoring the wounded prince's health. He won't be able to join you here, but he will assist your party the only way he can, by handing over his precious Twin Harp. It doesn't seem like much, but don't leave Troia Castle without it!





## Magnetic Cave

Before you set off for the Magnetic Cave, make sure your inventory holds non-metallic weapons and armaments for all your characters as well as the Twin Harp you received from Edward in Troia Castle. Once your bags are packed, the next challenge is figuring out how to reach an island with no landing space for your airship.

RECOMMENDED LEVELS		
CECIL	17	
TELLAH	23	
CID	20	
YANG	20	

#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Cait Sith	342	Holy	94
Cave Bat	334	Holy, Throw	94
Cave Naga	285	Holy	94
Draculady	270	Fire, Holy	96
Hell Needle	398	- 1	98
Mind Flayer	300	1-11	100
Ogre	865	Holy	101
Twin Snake	108	Ice. Holy	104

#### B1F



HI-POTION

#### UNICORN HORN

#### **I** CATCH A BLACK **CHOCOBO**

Travel due north from Troia on foot-you'll spot a patch of trees that's just the right size for Chocobos. In the middle you'll find the Chocobo Village, a small copse full of Yellow, White, and Black Chocobos, You can even summon the Fat Chocobo if you use Gysahl Greens at the alcove in the southeast corner.

To reach the Magnetic Cave, you'll need to grab a Black Chocobo and fly it to the small island that lies a screen or two to the east. The Chocobo will wait while you explore the cave, and when you mount it again it will fly you back to the Chocobo Village.



# B2F

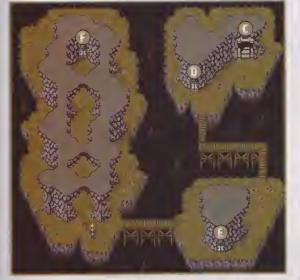


## 2 TRAPPED BY THE

When a battle begins inside the Magnetic Cave, any character wearing or holding a metal item will be immobilized. Yang's claws are fine, but make sure Cid s wielding his Wooden Hammer and Tellah has a nonmetallic staff. Most of Yang's and Tellah's gear should be okay, but Cecil and Cid will need to put on Leather Garb, Feathered Caps, and a Ruby Ring. The only weapon available to Cecil is the Bow (ideally a Great Bow with Holy Arrows), so he won't be very effective here. His turns are best spent covering for Tellah, whose magic is the key to victory. Use Osmose after every few spells so Tellah will be ready to fire off a heating spell or Firaga blast when needed.



ETHER





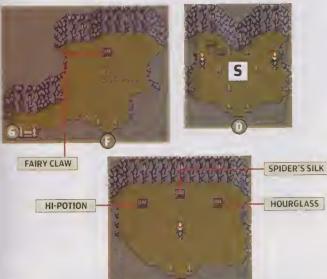


EMERGENCY EXIT

## 3 COVERED BY A

Your first battle with the Dark Elf is sure to end in defeat, so there's no point in wasting items while he wipes out your party. Your salvation will come from Edward, who is able to assist you from afar with the Twin Harp. Not only will his song revive your fallen troops, but it will shatter the magnetic shield! Re-equip your best metal weapons before you challenge the Dark Elf again.





## Dark Elf

Dark Elf some by attended to so more and protect your characters most effectively with the Reflect spell, Tellah should east it on himself first. titen do what he can to protect the others. In his ini-tial form, the Dark Elf shouldn't be too tough to beat, but after taking heavy damage he will transform into the much deadlier Dark Dragon.



#### STATUS

Gil 4,000 ATK 1: DEF	HP	23,890
ATK 1	EXP	1,000
DEF	Gil	4,000
	ATK	18
Work Vc Hol	DEF	0
Weak vs.	Weak Vs.	Holy

## Dark Dragon

Dark Dragon is resistant to that Tellah has little hope of damaging it. He should focus on healing full time while the others attack with metal weapons. There's no point in completely restoring a character's health, since the Dark Breath attack will cut their HP in half, just keep them all high enough to survive a physical attack



#### STATUS

HP	3,927
EXP	6,000
Gil	5,000
ATK	80
DEF	1
Weak Vs.	



## Tower of Zot

Take the Earth Crystal to the rulers of Troia, where you'll receive their official permission to borrow the crystal and claim the treasures in the basement of the castle. To swap the crystal for Rosa, hop into your airship; it will automatically rise to meet Kain's vessel. Kain will lead the Enterprise to the Tower of Zot, where Golbez will make you fight through seven floors of enemies before he'll grant you an audience.

RECOMMENDED LEVELS		
CECIL	21	
TELLAH //	25	
CID	22	
YANG/	23	

MONSTERS			
NAME	HP	WEAKNESS	PAGE:
Black Knight	360	Fire, Holy	-
Centaur Knight	380	-	9-
Cold Beast	520	Fire	95
Fiery Hound	1,221	Ice	9
Gremlin	410	Fire	97
Hell Turtle	700	Ice	C C
Ice Lizard	480	Fire	
Puppet	256	Fire	
Puppeteer	473	-	14.
Purple Bavarois	105	Fire	I
Red Mousse	35	Fire	1
Soldieress	425	1-11	101
Sorceress	350	-	104
Yellow Jelly	55	Lightning	1^-









## THE FIERY HOUND'S TRAP

The Flame Sword in this chest is guarded by a Fiery—ound that can be a very dangerous foe. It may do e damage, but you can destroy it with a Blizzara sell or a swipe from Yang's Ice Claw. This is the only apped chest in the tower, so from now on you can them without fear.

## SEVERAL PATHS TO LEVEL 5F

The four doors on the fourth floor all lead to different regions of the fifth. Doors D through F each lead to at least one treasure chest, and all contain exceptional arms and armaments. When you've looted them all, take door G to reach the southeast corner of the map. You'll end up only a few paces away from door H, where you can save your game and use a tent before you challenge the Magus Sisters.

## TELLAH VERSUS GOLBEZ

If you want to save before the Barbariccia battle, do it before you cross the bridge toward Kain and Golbez at the north end of the sixth floor. You may also want to remove any precious equipment (like the Sage's Surplice) that's in Tellah's possession. He'll be leaving the party soon, and his replacement can put the gear to far better use. Equip her with it as soon as the intermission ends, for the boss battle will begin immediately.





## Magus Sisters

then target her with spells to bounce them your party. Cindy seems benign, but she has ability to completely resurrect the other two so you won't get anywhere in this fight you slay her with physical attacks.



(TURAC) CUIAIC	
HP	2,591
EXP	2,500
Gil	3,000
ATK	30
DEF	1
Weak Vs.	-

STATUS (	CINDY)
HP	4,599
EXP	2,500
Gil	3,000
ATK	36
DEF	2
Weak Vs.	7

I) CUIAIC	RINUTI
HP	2,590
EXP	2,500
Gil	3,000
ATK	30
DEF	1
Weak Vs.	-
	-

### Barbariccia

new recruits are ur this battle. Barba cross spell leaves its target with only a few HP, so Cocil will constantly covering for your wounded. Have Rosa keep your noble damage sponge fighting shape by casting Cura and Protect repeatedly. Kain's role is more crucial; when Barbariccia envelops herself in blinding winds, his Jump attack will be able to break her out of it. All other attacks infective, so when Kain is airborne, let time flow without using your a Attack command until the Jump attack ends.



STA	ITUS
HP	8,636
EXP	9,000
Gil	5,500
ATK	82
DEF	0
Weal	k Vs.



## THE DARK CRYSTALS OF

the Underworld

hen you drop Kain's Magma Rock into the well at Agart, the resulting earthquake will create a sinkhole that connects the Overworld to the Underworld. Pilot your airship through the pit (by hovering over it and attempting to land). You'll end up in an Underworld kingdom where armies of Dwarves are defending the final crystals from Golbez's Red Wings.

## Dwarven Castle

If you're expecting a respite from the excitement of the last few dungeons, you've come to the wrong place. Before you have a chance to hit the weapon and armor shops or search for buried treasure, you'll be sucked into a battle to protect the castle's Dark Crystal from Golbez. Save your game before you enter the castle!

	g
RECOMMENDED	LEVELS
CECIL	24
KAIN	25
ROSA	25
CID	24
YANG	25

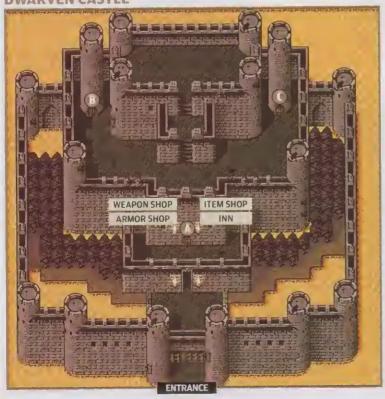
#### BATTLE FOR THE VISIT THE DARK CRYSTAL

Most of the interesting paths in the Dwarven Castle are blocked, leaving you able to access only the inn, the item shop, and the king's throne room. After your audience, Cid will split with the party, and your remaining heroes will enter the Crystal Room for a series of boss battles. See page 60 for details.

## DEVELOPERS

After defeating the bosses, you'll be free to visit the other shops and hunt for treasures in the towers. You can also visit the Lali Ho Pub (between the weapon and armor shop counters), where a secret passage in the corner connects to the developers' office. There you can meet the people who made this game happen and pick up some leisure reading for Cecil.

#### **DWARVEN CASTLE**



#### **WEAPON SHOP**

NAME	PRICE
Dark Arrow	40
Dwarf Axe	15,000
Fire Lance	11,000
Flame Sword	14,000
Great Bow	2.000

#### ARMOR SHOP

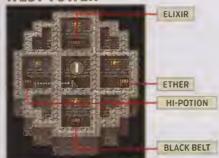
NAME	PRICE
Fire Shield	1,250
Flame Mail	30,000
Rune Armlet	2.000
Sage's Miter	2.000
Sage's Surplice	1,200

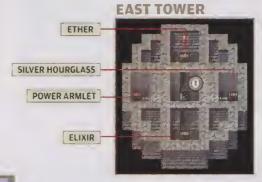
#### **ITEM SHOP**

NAME	PRICE
Antidote	40
Cottage	500
Cross	100
Diet Food	100
Dwarven Bread	100
Echo Herbs	50
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Hi-Potion	150
Maiden's Kiss	60
Mallet	80
Phoenix Down	100
Potion	30
Remedy	5,000
Tent	100

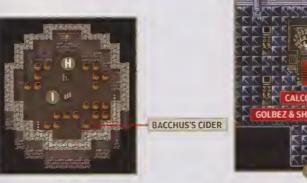


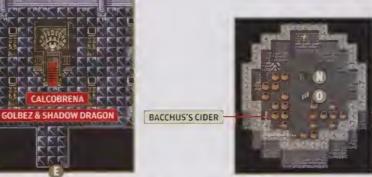






#### KING'S ROOM

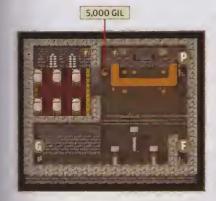


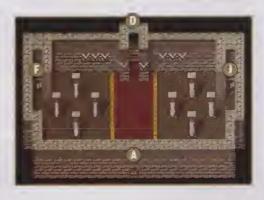


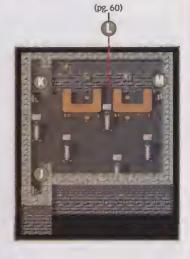














#### LALI HO PUB

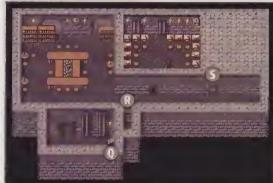


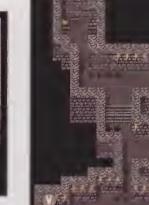




(pg. 59)

**DEV TEAM OFFICE** 





UNDERGROUND PASSAGE

COTTAGE X3

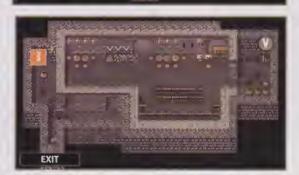
GYSAHL GREENS





**WATERS OF LIFE** 

To reach the Babel Tower, you'll need to leave the castle through the exit in the Underground Passage (enter at door U). Near the exit you'll find a Waters of Life pot that can completely restore the HP and MP of your party. It sure beats paying 600 gil a night at the inn!



## Calcobrena

This battle begins with your heroes facing three Care dolls and the Brina dolls. All are equally dangerous, but the red Brinas are much easier to defeat, so you should target them first. Eventually the remaining dolls will fuse into Calcobrena, who may split apart and re-fuse when her health drops to a certain level. Smash her with your most powerful attacks (especially Kain's Jump) for the win.



#### HP 1.369/369/5,315 EXP 1.000/1.000/12.000 Gil 500/500/5,000 ATK 54/54/106 DEF 0/1/2 Weak Vs. -/-/-

## Golbez/Shadow Dragon

In me first turns, Golbez will cast lee Bind to house here your party and summon a Shadow Dragon, whose Black Fangs will kill everyone but Cecil. Ouch. But Rydia will appear to slay the dragon and restore Cecil's movement, giving you a chance to claw your way back from the brink of defeat. While Rydia pounds Golbez with her new Summon spells, have Cecil use a Phoenix Down on Rosa so she can begin casting Life spells.



STATUS (GOLBEZ/SHADOW DRAGON)		
НР	23,000/1	
EXP	15,000/1	
Gil	10,000/1,000	
ATK	86/86	
DEF	0/4	
Weak Vs.	Fire, Holy/-	

## Babel Tower Underworld

From the Dwarven Base, travel northwest to reach the Babel Tower, a monstrous structure that connects the Underworld to the Overworld. As promised, the Dwarven forces will supply a distraction that will allow you to walk right through the front door.

RECOMMENDE	D LEVELS
CECIL	26
KAIN	28
ROSA	27
RYDIA	26
YANG	26

MONSTERS	40.00	MERNAGE	DACCE	1F
NAME Display in part		WEAKNESS	PAGE#	
Black Lizard Chimera	700	Ice	93	
Evil Doll	388		96	
iery Hound	1,221		96	
iery Knight		Ice	96	
Soblin Captain	199	ice .	97	
Magma Tortoise		lce	99	ICE ARROW X10
Medusa	490		100	ETHER
Vaga	320		100	
Puppeteer	473		101	
	1,425		102	
	2,560		103	
White Mousse	298		104	ICE ARROW X10
				— GREEN BERET
			100	3F
	in the last of the	You'll be	-	CAT CLAW
13		attacked by a Security Eye when you open this chest.		(pg. 62)
			You	LANCE
			atta	ed by a ty Eye you open test.





## **1** SLAYING THE SECURITY EYES

Several of the chests in this tower are guarded by Security Eyes, robotic creatures that repeatedly summon a monster to fight you. Unless you're hungry for EXP, ignore the monster and destroy the Security Eyes first. They're nearly impervious to magic, so use physical attacks and Kain's Jump command.

## **DESTROY THE**TOWER CANNONS

You'll earn Dr. Lugae's Key after defeating the boss, which will allow you to open this door and kill the enemies who are manning the tower's defenses. You'll then part ways with Yang, and the remaining four members will have to walk back to the entrance. You can't use Emergency Exits or the Teleport spell.

## **ESCAPE FROM**BABEL TOWER

**LATER** You won't be able to reach the eastern regions of the top three floors until you fall into them later in the game. When you do, you'll need to proceed down to point 3 on the sixth floor. The route is pretty straightforward, but the enemies can be very difficult, so heal up after each battle.

## Dr. Lugae & Barnabas

The first battle can play out a number of different ways. If you describe Dr. Lugae first, his forlorn monster will light on for only a short time before self-destructing and killing one of your party members. If you destroy Barnabas first (which is harder, since Dr. Lugae can heal it), Dr. Lugae will summon a second Barnabas to fight you. You should either destroy Dr. Lugae first or try to eliminate them simultaneously with a powerful Summon spell like Titan.

However the first round ends, the second always begins with Dr. Lugae strapping on an exoskeleton and poisoning your party. The doctor has plenty of sleeping gas as well, and Rosa and Cecil will have to devote themselves to casting Esuna to combat the status conditions while Yang, Kain, and Rydia handle your offense.



STATUS (DR. LU	IGAE/BARNABAS)
HP/1/1/1/	4,936/4,832
EXP / ///	5,500/5,500
Gil / /	/2,000/2,500
ATK /	18/86
DEF// /	0/0
Weak Vs.	-/-
STATUS (DR.	LUGAE AGAIN)
HP //	9,321
EXP //	10,101

SIAIUS (DK. LUGAI	AUAIN
HP ///	9,321
EXP //	10,101
Gil /// /	4,000
ATK/// / //	86
DEF/ /	1
Weak Vs.	0-1/3

## Castle Baron

Before his noble sacrifice, Cid's final request was that you speak to assistants about upgrading the Enterprise. You can find them in Castle Baron, and their retrofits will allow you to reach one of the last unexplored areas in the Overworld.

#### CID LEADS YOU TO THE CASTLE

Cid's engineers are the two red-headed men in the east courtyard of Castle Baron. If you speak to them, they will immediately begin work enhancing the airship. Their hoist will let you carry Edward's hovercraft aboard the *Enterprise*, which will finally enable you to reach the Caye of Eblan.



#### PICK UP THE HOVERCRAFT

First, you'll need to return to Mt. Hobs, where your hovercraft will still be waiting. Position your airship so the hovercraft is in its shadow, then attempt to land. The holst will automatically descend to pick up the hovercraft. The quickest way to reach the kingdom of Eblan from here is to fly to the northeast.







## Cave of Eblan

Set your hovercraft and airship down near Eblan Castle, where the path of shoals to the cave begins. At this point you may also want to step into the castle and battle the enemies in the trapped chests.

RECOMMENDI	ED LEVELS
CECIL	29
ROSA	30
KAIN	31
RYDIA	29

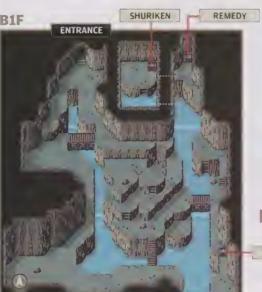
#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Armadillo	325	- ////	/ 92
Black Lizard	792	lce	93
Bloodbones	210	Fire, Holy	/ 93
Bloody Bat	439	Fire, Throw	93
Cave Bat	334	Holy, Throw	94
Ironback	100	4/	98
Lamia	1,200	-11, 11 (1)	98
Skuldier	740	Fire, Holy	102
Steel Golem	1,950.	Ice	103

#### BLOOD WEAPONS DEDGE THE NINJA

Blood weapons (like the Blood Sword found here and the Blood Spear in Eblan Castle) refill your health by the amount of damage dealt to foes. It's a powerful effect, but it backfires if used against undead creatures like Bloodbones who end up stealing the attacker's health.

You'll meet Edge here, locked in a battle with Rubicante, Rubicante will move on before your party can try its luck, but you can catch up with him in the Babel Tower. With Edge in your party, enter the tower from the basement entrance ahead.



#### **B2F (EBLAN SURVIVORS)**



#### VAMPIRE FANG

B4F

BLOOD SWORD Guarded by two



#### **WEAPON SHOP**

NAME	PRICE
Boomerang	3,000
Ice Brand	26,000
Ice Lance	21,000
Killer Bow	3,000
Kunai	4,000
Poison Arrow	70
Power Staff	2,000

#### ARMOR SHOP

NAME	PRICE	
Black Robe	10,000	
Ice Armor	35,000	
Ice Shield	10,000	

#### **ITEM SHOP**

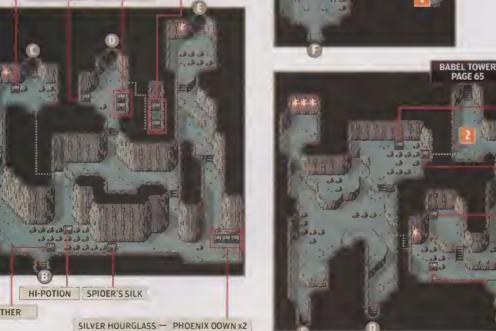
PRICE
/ /40
/ 100
100
50
// 30
400
60
80

BOMB CORE

DRY ETHER

GOLD NEEDLE

SHURIKEN



## Babel Tower (Overworld)

The Cave of Eblan connects to the Babel Tower, although it's not quite the Babel Tower you remember. This is the surface side of the tower, and the enemies can be quite a bit tougher. Fortunately, you won't have too far to travel to find Rubicante and the stolen crystals.

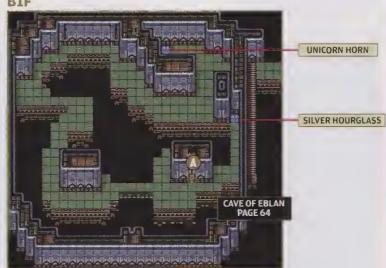
RECOMMENDED	LEVELS
CECIL	32
ROSA	32
KAIN	/ 33
RYDIA	31
EDGE	26

#### MONSTERS

BZF

NAME HP	WEAKNESS	PAGE#
Balloon 4 697	Throw	92
Coeurl / 593	5 ///	94
Ghost Knight 1.050	Holy.	96
Green Dragon / 2,200	1- 11/1	97
Grudger 1,400	Holy	/ / 98
Lamia 1,200	-0.00	98
Lamla Matriarch 1,100	-11/21/11	98
Mad Ogre 2,000		99
Mythril Golem 2,900		100
Sorcerer / 1.000	7 / //	, , 102

#### B1F



#### **OGREKILLER**

You must defeat four Mad Ogres to get this item.





#### 1 EBLAN'S ROYAL **FAMILY**

Edge will encounter his parents here, the King and Queen who were thought to have died in Rubicante's attack on the castle. It seems to be a boss fight, but it is actually a timed event; the royals will realize who Edge is and give up their fight after only a few turns of casting low-level spells. You should save your resources for the battle with Rubicante that follows.

(pg. 65)

#### **2** A TRAP IN THE **CRYSTAL ROOM**

Just when you're moments away from recovering the crystals, a trap will send you plummeting down to the eighth floor of the other part of the Babel Tower. You'll end up on the western side of the 8F map on page 62. and will have to travel down to point 3 on the third floor to escape the tower.

B3F

KISS OF LILITH

B4F



AHURA

B5F



#### **CRYSTAL ROOM**



82,000 GIL

## Rubicante

strong that when he wraps it around himself, even lee spells will heal him Use spells only when the cloak is open, and cast quick ones you can get in before he closes it (like Edge's Flood and Rydia's Blizzara you don't have time to summon Shiva). Cecil and Kain should equip the Ice Brand and I Spear to deal considerable damage even when the cloak is closed.



	STATUS	
1	HP	34,000
	EXP	18,000
	Gil	7,000
	ATK	80
	DEF	3
	Weak Vs.	

## THE RACE FOR THE

# Final Crystal

ou've returned to the Underworld, and this time you have an airship that will let you soar above any obstacles in your path. Check in with Dwarven King Giott; he will send you to the Sealed Cavern in the southern part of the map. Then head into the infirmary (through the stairs to the left of the weapon shop) to reunite with Cid, who will enhance your airship with the ability fly over magma.

## Tomra

The Sealed Cavern is on the continent across the lava to the southwest of the Dwarven Castle. The same continent houses the small city Tomra, where you can pick up a few treasures and buy some highpuality gear. Treasure hunters can also visit Kokkol's Smithy, which the small house on the continent to the east.

33
33
34
32
28



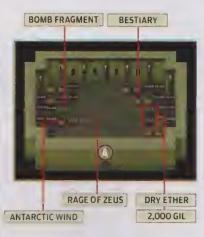
that of Mythril, but their high resistance to that of Mythril, but their high resistance to the string will be useful soon. You should have plenty of the string will be useful soon, and there's no the way to spend it!

## **I** COLLECT THE TREASURES

The warehouse in the northwest is full of small treasures, and no one seems to mind if you take them. They're nothing worth writing home about, but the Bestiary can come in handy at times. It has the same effect as the Scan spell when used in combat.

#### TOMRA





#### **WEAPON SHOP**

WENT ON SHOP	
NAME	PRICE
Ahura	7,000
Chain Whip	6,000
Killer Bow	3.000
Mute Arrow	100
Ogrekiller	45.000

#### ARMOR SHOP

NAME	PRICE
Olamond Armlet	4,000
Oiamond Armor	40,000
Diamond Gloves	5,000
Diamond Helm	10.000
Diamond Shield	15,000
Gold Hairpin	20,000

#### ITEM SHOP

NAME	PRICE
Antidote	40
Cottage	500
Cross	100
Diet Food	100
Dwarven Bread	100
Echo Herbs	50
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Hi-Potion	150
Maiden's Kiss	60
Mallet	80
Phoenix Down	100
Potion	30
Remedy	5,000
Tent	100



## Sealed Cavern

The final crystal lies in the Sealed Cavern in the Underworld's southwestern continent. Golbez is after it too, but only you have Luca's Necklace (received from King Giott), which unseals the entrance.

# RECOMMENDED LEVELS CECIL 33 ROSA 33 KAIN 34 RYDIA 32 EDGE 28

#### TRAP DOORS

Every door in this dungeon is actually a Trap Door monster that will come alive as soon as you reach for the knob. These creatures can use instant-kill spells, but are so slow that you can beat them before they cast them a second time. When they get down to less than 1,000 HP, they'll warp into a deadly Chimera Brain to fight you, so try to do over 1,000 points of damage with your final hit (Rydia's Bio spell should be able to manage that). These are tough fights, but the EXP all of the characters earn should put them up a few levels.

#### WALL OF DOORS

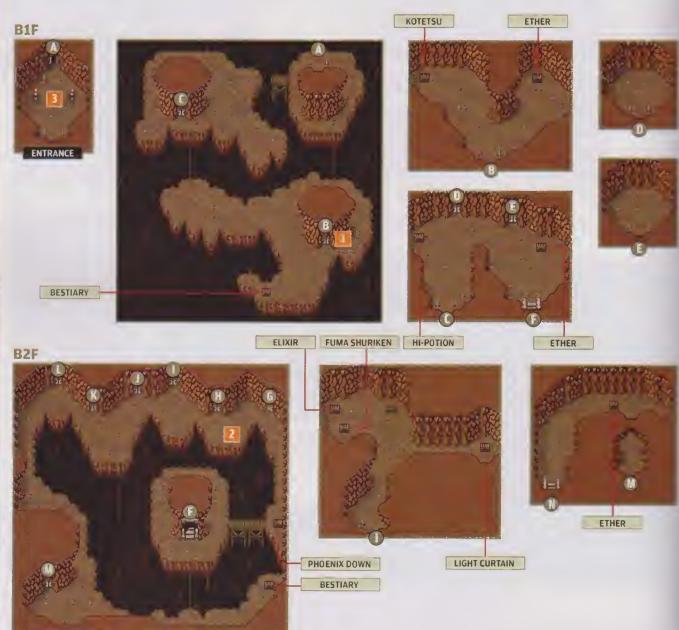
The north wall of the second floor is lined with Trap Doors. Many lead nowhere, but door H leads to the mighty Light Sword, door K leads to a badly needed camp site, and door L leads to some new gear for Edge.

#### **3** GOLBEZ'S PLAN B

You can't use Teleports or Emergency Exits after claiming the crystal, which must mean there's some sort of trap ahead. It will involve Kain leaving the party, so take his valuable items before you reach point 3.

#### MONSTERS

HP	WEAKNESS	PAGE=
3,400	-///	11 94
1,014	Fire, Throw	95
1,480	- ///	95
2,375	Fire, Holy	100
1,400	-/// 3/	102
5,000	7	103
	3,400 1,014 1,480 2,375 1,400	3,400 - 1,014 Fire, Throw 1,480 - 2,375 Fire, Holy 1,400 -













DRY ETHER

## Demon Wall

battle a race to time. In Demon Wall do closer to crushyour characters every turn (an instant-kill attack), so you need to destroy it quickly. Buy time by having Rosa cast Slow on the wall and cast-Haste (or using Hermes' Shoes) on your best characters. That includes Bydia, who can cast Bio repeatedly for heavy damage (it's quicker than summoning), and Edge, who can throw items like the Fuma Shuriken.



STATUS	
HP	28,000
EXP	23,000
Gil	8,000
ATK	84
DEF	3
Weak Vs.	111111111111111111111111111111111111111



## Sylvan Cave

**FLOAT OVER** 

Every time you step on the green pools of acid your

characters will each lose 50 HP. The damage adds up

fast, but you can avoid it entirely if you have Rosa cast

Float. (You can hit the whole party by pressing to the

right when you target.) Unfortunately the effect fades

every time you take the stairs, so you'll need to recast it

You'll find the Sylvan Cave in the northwest corner of the Underworld. This area is entirely optional, but it has plenty to offer to those who visit. Here you can find several great items, learn a new Summon spell, and even see your old friend Yang again!

## THE FAIRIES' PATIENT

You'll find an unconscious Yang in the care of the fairies here. To wake him you'll need to fly back to Fabul and report to his wife. She'll give you a Frying Pan, which you can use to awaken him in the crudest possible manner. In exchange for letting Yang rest, a Sylph will offer her service (in the form of a Summon spell). Return the Frying Pan to Yang's wife—she'll give you a Knife.

RECOMMENDE	DLEVELS
CECIL	38
ROSA	37
RYDIA	36
EDGE	34

#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Bog Witch	2,960	- /	93
Evil Dreamer	2.800	(-)	96
Malboro	4.200		100
Mammon	3,900	Fire	100
Tiny Toad	600	fce	103
Undergrounder	655	-	104
Undergrounder	655	-	



## Cave of Summons

The Cave of Summons is the second optional area in the Underworld. This is where Rydia was taken after the shipwreck, and there may still be a few secrets here for her to learn. You'll find the cave on a small island in the sea of magma, near the western wall.

## PRECIOUS ITEMS ON LOWER FLOORS

The floors of this cave are permeated with hot magma, so Rosa's Float spell will be even more useful than it was in the Sylvan Cave. The top two floors have only conventional items as treasures, but there are several great finds on B3F. Don't miss the Rat Tail on B4F; it may not sound like much, but you'll need it to pursue the Excalibur quest (see page 73).

#### 2 YOICHI'S TREASURE PIT

The off-color tile near point 2 will collapse when you step on it, and you'll land near four unguarded treasure chests on level B6. Here you'll find Yoichi's Bow and 10 of Yoichi Arrows, which have no special properties but have very high attack scores. Take the teleporter to return, because the other collapsing tile will send you back to the surface.

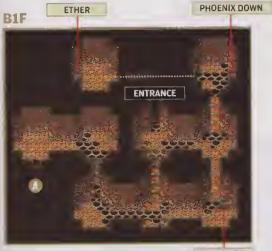
COTTAGE

RECOM	MEND	ED LE	VEL
10	100 P1 1 00	THE REAL PROPERTY.	

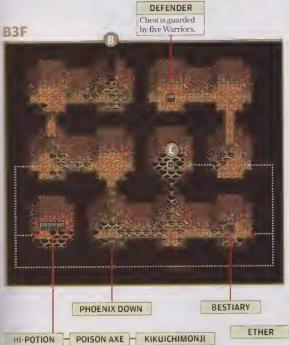
CECIL	38
ROSA	37
RYDIA	36
EDGE	34

#### MONSTERS

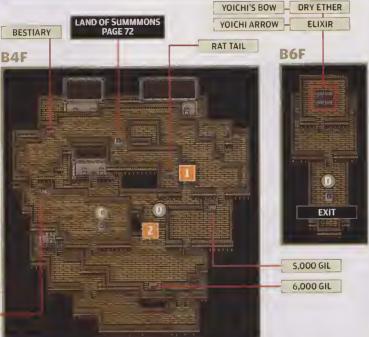
NAME	HP	WEAKNESS	PAGE#
Arachne	3,650	Ice, Throw	92
Belphegor	2,200	Holy, Throw	93
Bloody Eye	2.400	Throw	93
Goblin	6	- //	97
Hell Flapper	900	Throw	98
King Naga	1,480	4/11/	98
Mini Satana	3,480	-	100
Summoner	3,600	- 11/	103
Thunder Drago	n 7,600	Throw	103
Warrior	2,900	-//	104











HI-POTION

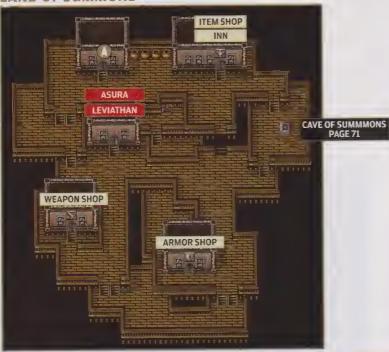


## Land of Summons

A teleporter in the Cave of Summons leads to this mysterious town, where you can buy a few quality items and meet Rydia's new friends. You can also challenge Queen Asura and King Leviathan, two difficult bosses who will join Rydia as Summon spells if you can prove your worth in combat.

RECOMMENDED LE	VELS
CECIL	38
ROSA ///	38
RYDIA	37
EDGE	35

#### **LAND OF SUMMONS**



#### **WEAPON SHOP**

NAME	PRICE
Angel Arrow	110
Blitz Whip	10,000
Chain Whip	6,000
Fairy Rod	5,000
Kinesis Staff	7,000
Kotetsu	11,000
Whip	3,000

#### ARMOR SHOP

NAME	PRICE
Aegis Shield	20,000
Light Robe	30,000

#### **ITEM SHOP**

NAME	PRICE
Antidote /	20
Cottage	/ 500
Cross	100_
Diet Food	100
Dwarven Bread	16"
Echo Herbs	50
Eye Orops	3
Gold Needle /	400
Gysahl Greens	50
Hi-Potion	/ 150
Maiden's Kiss	60
Mallet	50
Phoenix Down	100
Potion	3
Remedy	5,000
Tent	100

BESTIARY



PHOENIX DOWN

#### Asura

The key to this battle — casting Reflect on Asura as soon as you can. Asura will keep casting Curaga, but the effects will benefit you instead! Of course, you can't target her with spells while Reflect is active, but Summor spells and physical attacks will do some damage. Before you challenge Leviathan, recover your strength at the inn and save your game at the



STATUS	
HP	31,005
EXP	20,000
Gil	0
ATK	/ 134
OEF	3
Weak Vs.	the three is

#### Leviathan

There's nothing tricky about Leviathan, but that doesn't mean he'll be easy to beat. You have 50,000 HP to blast through, so you'll be in for a long fight. Use whatever Lightning-based attacks you can muster (Rydia's Thundara, Edge's Blitz, and Rosa's Thunder Arrows), but make frequent healing a priority too. Keep an eye on your characters' MP totals so less-useful fighters can serve up Ether when necessary.



50.001
28,000
0
174
5
Lightning

## Adamant Grotto

The optional Excalibur quest begins when you pick up the Rat Tail in the Cave of Summons. To pursue it, return to the surface world (through the hole in the northeast of the Underworld) and swap your airship for the *Enterprise*, which is probably still in the Eblan area. Hoist your Hovercraft and fly to Mythril.

RECOMMENDED LEVELS	
CECIL ////	41
ROSA /////	40
RYDIA ///	/39
EDGE//////	/39

#### **ADAMANT GROTTO**



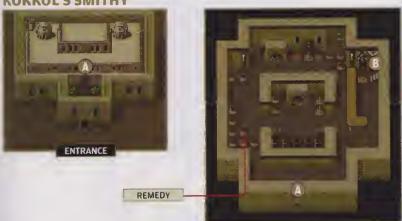
## ACQUIRE THE ADAMANTITE

From Mythril you can pilot your Hovercraft through the shoals to the small cave on the nearby Island. This is the Adamant Grotto, where two miniaturized men are willing to trade a chunk of Adamantite for a Rat Tail. When you bring them the Pink Tail found in Lunar Subterrane, they'll give you a suit of Adamant Armor.

## Kokkol's Smithy

Kokkol's Smithy is at the west end of the Underworld's southeastern continent. Travel to it by airship (either one will do), and give your Adamantite to Kokkol. Upgrading your Sword of Legend with the Adamantite is just the challenge Kokkol has been waiting for, and he's going to take his time and make sure he gets it right. Return here after you've visited the moon to collect the finished Excalibur.

#### KOKKOL'S SMITHY





## Castle Baron

There's one last Summon spell you can learn before you resume the main quest. You've visited the Land of Summons as King Baron's spirit requested, so return to Castle Baron and visit him again. Heal and save first, since King Baron will manifest as Odin, a legendary warrior who will join you as a Summon spell if you can best him in combat.

#### Odin

Odin shares Leviathan's weakness to 1 km out? So the same basic tactics work here. Rydia's Thundara is your strongest attack option; you should ensure that she's healed immediately if she's wounded. This is an easy battle except for one little thing—Odin will use a move called Zantetsuken on his fourth turn to kill your entire party. If you can't take out Odin before that turn, you won't have a chance.



	STATUS	
١	HP	//////20,001
	EXP /	/// 18,000
	Gil /	1/1/ / 10
ı	ATK-	/////////116
	DEF	11 / 1//5
III	Weak Vs.	/ Lightning



## ONE BORN OF A

## Dragon...

t is time to fulfill the prophecy you first heard from the elder in Mysidia. If you return there now (Mysidia is just southeast of Baron) the Elders will call forth the Lunar Whale to assist you. Touch the crystal inside the whale-it will fly you to the moon, where your final challenges await. Note that your whale is fully equipped with bunks for resting, and a Fat Chocobo for item storage.

RECOMMENDED LEVELS		
CECIL	41	
ROSA	40	
RYDIA	36	
EDGE	39	

## Hummingway Home

Fly around the surface of the moon until you discover the Crystal Palace. A screen or so to the south you'll come upon a nondescript cave surrounded by mountains. This is Hummingway Home, the closest thing to a town that you'll find on the moon.

#### **HUMMINGWAY HOME**



_	-		•
STERR	CL	mi	1
1 I E IN	am	L. L	

NAME	PRICE
Bestiary	980
Cottage	500
Dry Ether	50,000
Elixic	100,000
Ether	10.000
Gysahl Whistle	20,000
Hi-Potion	150
Phoenix Down	100

#### **I** A MERCHANT IN THE CROWD

Most of the Hummingways merely hum, but one runs an item shop with a few unusual items. He'll sell you precious Dry Ethers and Efixirs, although they won't come cheap. He also sells Gysahl Whistles, an item that allows you to call the Fat Chocobo from anywhere in the game . . . but like Gysahl Greens, it can be used only

#### PICK UP **EXCALIBUR**

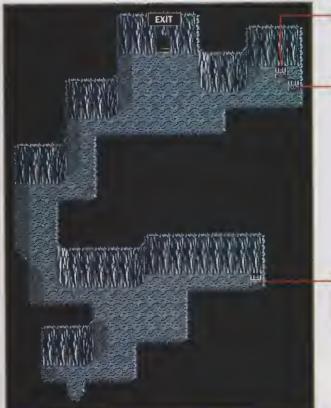
Now that you've visited the moon, Kokkol's Smithy should be done creating Excalibur (if you brought him the Adamantite). Enter your Lunar Whale and touch the crystal again to return to Mysidia, then swap airships and delve into the Underworld. It's a long trip, but the Excalibur's eye-popping power is worth the trouble.



## Lunar Path

 $Lunar\ Rocks\ and\ craters\ prevent\ you\ from\ landing\ anywhere\ near\ the\ entrance\ to\ the\ Crystal\ palace.\ To$ get there, you'll have to park your Lunar Whale on the ridge above the cave to the northwest of the palace. That cave leads to the first Lunar Path, which connects to a different area of the moon. To the left of its exit you'll find a second cave that will take you almost directly to the palace entrance.

#### RECOMMENDED LEVELS CECIL ROSA 40 **RYDLA** 39 39 EDGE



LUNAR	CURTAIN

STARDUST

#### MONSTERS

NAME	HP	WEAKNESS	PAGE#
Abyss Worm	7,000	Fire	92
Bailoon	697	Throw	92
Black Flan	1,357	- 4/	.93
Dark Grenade	1,820	Throw	95
Eukaryote	1,700	- Y	. 96
Prokaryote	2,600	- //	101
Purple Bavarois	105	Fire	101

#### GOLDEN APPLE

This chest is guarded by Prokaryote and Eukaryote foes





#### PATH 2





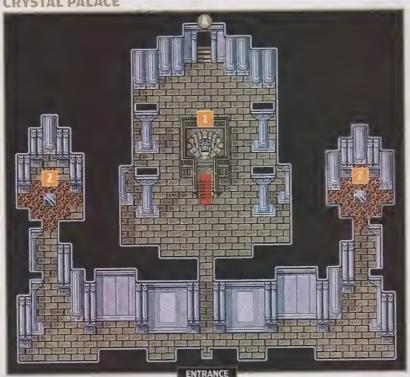
## Crystal Palace

The Crystal Palace is the center of the moon's civilization, and the headquarters of the now-dormant Lunarian people. You can't land your whale near the palace, so you'll need to park by a nearby cave and take the two-part Lunar Path to the entrance.

RECOMMENDED LEVELS
CECIL 45
ROSA 44
RYDIA 43

43

#### **CRYSTAL PALACE**



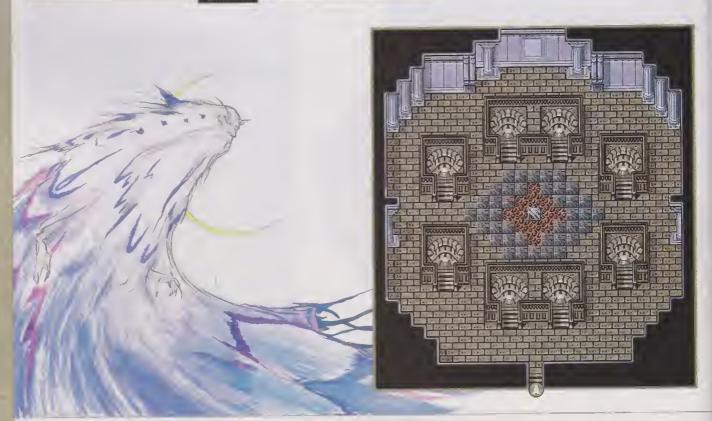
## ■ A LUNARIAN PARTY MEMBER

EDGE

The Crystal Palace is home to FuSoYa, a Lunarian who can tell you nearly everything about Golbez's plan and knows a few secrets about your own past. He will tell you where to go next, and even join your party to help make it happen! FuSoYa is a powerful mage who knows great spells like Full-Life and Meteor, but has limited MP to use them. His final ability allows all party members to regenerate HP during a fight.

## REJUVENATE YOURSELF HERE

Before you leave you can visit the northern room and speak to the moon's crystals. You should also refill your HP and MP by stepping on both of the panels on either side of the palace. You'll need the energy they provide, since it's a long walk back to your whale!



## Cave of Bahamut

GENJI SHIELD

Before you leave the moon, you may wish to visit the Cave of Bahamut and earn Rydia's final Summon spell. You'll find the cave a short distance to the east, surrounded by a gray ridge where you can park your whale.

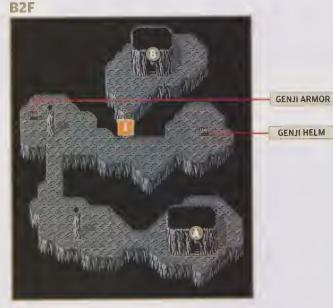
GENJI GLOVES

RECOMMENDED LEVELS	
46	
46	
44	
44	

MONSTERS			
NAME	НР	WEAKNESS	PAGE#
Behemoth	23,000	-	93
Bone Dragon	12,000	Fire	93
Dark Sage	5,100		95
Giant Warrior	14,000		97
Gold Dragon	8,200		97
Selene Guardia	n 4,000		102

Silver Dragon

B1F	
ENTRANCE	





## BATTLE THREE BEHEMOTHS

Powerful Behemoth enemies attack you at all the points labeled with a number 1. Like bosses, you can't flee from these foes, and once they're defeated they won't attack you again. The key to beating Behemoths is realizing that they use counterattacks exclusively, and won't attack without provocation. So you can take several turns to cast Blink (or Image) and Protect on all of your characters. Then strike the Behemoth with physical attacks from your best fighters, and Defend with the others.

## THE GOD OF SUMMONS

You'll find Bahamut, the God of Summons, at point 2. If you've won over Leviathan, Bahamut will challenge you on the spot, There is no opportunity to heal or save beforehand, so use items and spells before you address him.

# Bahamut party will be blasted by the Mega Flare spell. Anyone who isn't guarded by a reflecting wall will take 9,999 points of damage, so spend first few turns easting Reflect or using Light Screen items. While your party is protected, bring down Bahamut with Flare spells, Leviathan Greet attacks, and his own reflected Mega Flare.



STATUS	
HP	45,001
EXP	35,000
Gil	0
ATK	174
DEF	/ 1
Weak Vs.	



## Giant of Babel

As soon as you return to terra firma with FuSo Ya on board, you'll kick off a series of events that end with your party landing in the mouth of the Giant of Babel. You won't be able to leave until you've accomplished your mission, so if you need supplies, buy them at Hummingway's Home before you leave

RECOMMENDED	LEVELS
CECIL	45
ROSA	45
RYDIA	43
EDGE	43
FUSOYA	50

#### PICK UP A SIREN

When you use a Siren, you instantly provoke a battle with a random enemy. You'll probably have your hands full with the enemies in this area, but you may wish to grab a Siren for use in the upcoming Lunar Subterrane area. Only by using a Siren there can you encounter a very rare enemy known as a Flan Princess, who drops the Pink Tail item, which you can swap for Adamant Armor. If you're interested in pursuing this optional item, get as many Sirens as you can; you'll find one in the chest, and more may be dropped or stolen from Last Arm and

MONSTERS			
NAME	HP	WEAKNESS	PAGE#
Beamer	3,000	-	93
Centaurion	3,500	F. 172	94
Giant Soldier	10,000		97
Last Arm	9,500	/	99
Mech Dragon	18,000	1	100
and the contract of	4.000		100

5,500

#### MOUTH OF THE GIANT



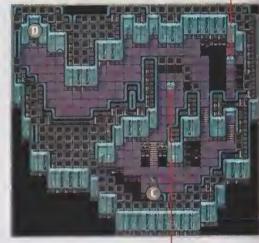
#### **NECK OF THE GIANT**



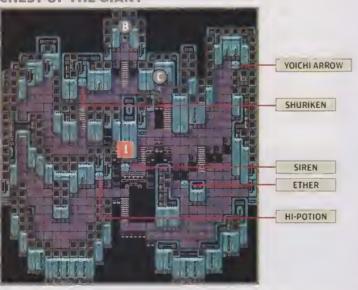
#### STOMACH OF THE GIANT

Searcher

SOMA DROP



#### **CHEST OF THE GIANT**





#### INNER PATH OF THE GIANT



**ELIXIR** This chest is guarded by a Last Arm enemy

#### STAIRWELL OF THE GIANT



#### **CPU OF THE GIANT**



#### 2 THE ELEMENTAL LORDS, ROUND 2

You won't be able to penetrate the giant's core without a fight. The first obstacle is all four Elemental Lords, who attack one after another without pause. They're simpler than they used to ne (Rubicante won't ever close his cloak, for example), but it's still a challenging fight. If you emerge triumphant, head back to the camp site to rest and save before you proceed into the CPU, where an even tougher boss fight awaits.

#### TIME FOR THE FINAL BATTLE?

After destroying the giant, FuSoYa will return to the moon to settle matters with Zemus. Allies will come and go within your party, and then Cecil will set off to follow FuSoYa In the Lunar Whale.

If you've played previous versions of this game, you'll notice a major change at this point. You'll be invited to return to Mysidia's Hall of Prayer, where all your former allies are waiting. You can replace any number of characters in your party with Yang, Palom, Porom, Cid, or Edward. These characters have been staying in shape, and all are at or near Cecil's current level.

As you leave Mysidia's Hall of Prayer, you'll be told about a strange occurrence at Mt. Ordeals. If you go to investigate, you'll find a new dungeon exclusive to this version of the game.

#### Elemental Lords

siter another, with no breaks in between. It sounds dauning, but you're a lot stronger than you used to be, and your Ga-series spells can typically do 9,999 points of damage if you pick the right one. In order, blast Scarmiglione with Fire, Rubicante with Ice, and Cagnazzo with thing.

Only Barbariccia has no particular weakness, but her

ornado no longe



STATUS (RUBICANTE, SCARMIGLIONE)		
HP	50,000	
EXP	62.500	
Gil	10,000	
ATK	132	
DEF	3	
Weak Vs. Same as previous		
STATUS (CAGNAZZO, BARBARICCIA)		

STATUS (CAG	NAZZO, BARBARICCIA)
HP	60,000
EXP	40,000
Gil	10,000
ATK	128
DEF	3
Weak Vs	Same as previous



#### $oldsymbol{CPU}$ (defense node/attack node)

r) comes eq. , , , , with an Attack Node upper and Defense Node r). The Defense Node constantly heals the CPU, so it must be your lirst target, Killing the Attack Node is tempting, but when both nodes die CPU will use the Globe 199 instant kill move twice, then restore both . Refrain from using spells (the CPU is protected by Reflect), and focus normal attacks on the CPU while ignoring the Attack Node.



STATUS (	CPU, DEFENSE ATTACK)
НР	30,000/3,000/3,000
EXP	50,000/0/0
Gil	10,333/0/0
ATK	174/116/116
DEF	4/5/5
Weak Vs.	-/-/-



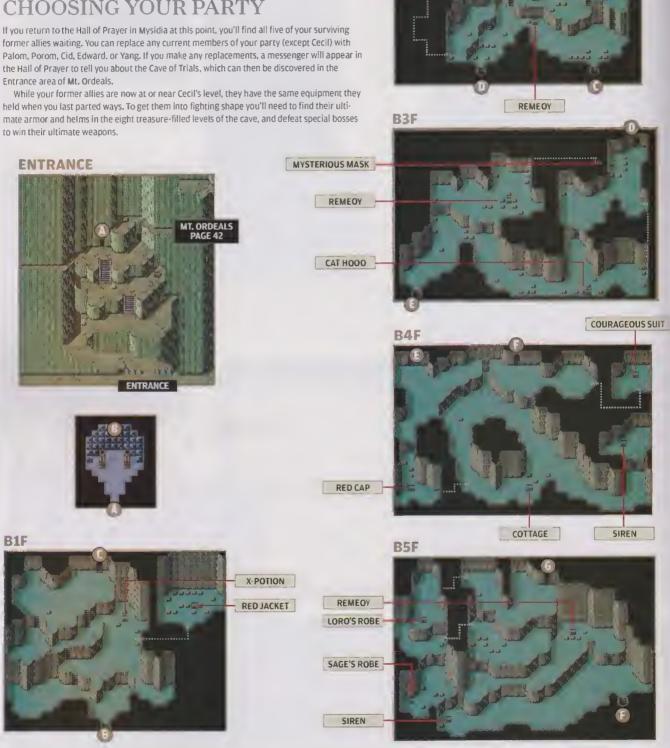
## Cave of Trials

The Cave of Trials is a new area that has been added to the Game Boy Advance version of FFIV. It appears only if you choose to challenge the final area with the aid of Palom, Porom, Cid, Edward, or Yang. The cave is a good opportunity to gain experience for those characters and find equipment for them that is not available anywhere else in the game.

#### **CHOOSING YOUR PARTY**

former allies waiting. You can replace any current members of your party (except Cecil) with the Hall of Prayer to tell you about the Cave of Trials, which can then be discovered in the

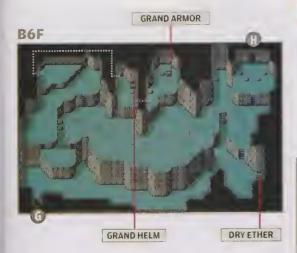
held when you last parted ways. To get them into fighting shape you'll need to find their ultimate armor and helms in the eight treasure-filled levels of the cave, and defeat special bosses

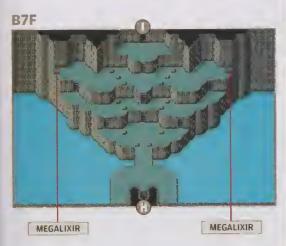


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#### **II** THE BOSS ROOM

The cave's final floor consists of six islands. The center island has a camp site on the left and a warp (to the cave's entrance) on the right. Each of the five surrounding islands holds the ultimate weapon for one of your former allies, but each is guarded by a boss. You cannot attempt to battle these enemies unless the appropriate character is in your party.

If you intend to get all five of the ultimate weapons, you'll need to make at least two trips. Don't bring Cid and Edward in the same group, since neither can contribute much in battle until he gets his new weapon. Yang remains very effective, and Palom and Porom will be in good shape when you find their armor on the floors above. Each boss has between 35,000 and 60,000 HP, and only the Storm Dragon has a weakness (Ice). You can see their full stats in the Bestiary section.

The Death Mech's spells are war and and often instantly lethal, but it acts so slowly that you have plenty of time to recover between attacks if you have a good healer in your party. Challenge this boss first so Cld can use the mighty Thor? Hammer against the other bosses.



#### Storm Dragon

(Yung's Boss - Hand of the Gods)

reduce your characters to a few HP, but isn't quite fast or aggressive enough to follow up for the kill. This is probably the easiest boss in the cave, and its weakness to fee magic will allow you to destroy it quickly.



#### Master Flan

(Palom's Boss - Triton's Dagger
If you defeat all four Jellies, they'll If you defeat all four jellies, they'll soon all we're-form—it's best to kill just two or three.

Master Flan has a permanent Reflect spell, so
Porom can deal damage only through spells I!
Quake. Hasting and healing your fighters is the
best strategy.

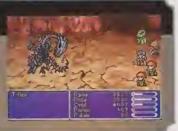


#### Gigas Worm

Whenever you attack this boss, it is it retainst in kind. Spells are your best bet, but physical attacks can work if you alternate between turns fighters like Edward will provoke more dama than they can deal, and shouldn't attack at all.



(Porom's Boss - Mace)
Porom can help win this fight before at the party. That will protect you casting Float on the party. That will protect you from T-Rex's Earthquake spells, but its Flame spells and attacks will still take a toll, requiring Porom to cast healing spells every turn while her brother blasts T-Rex with Ga-scries spells.





## THE Final Battle

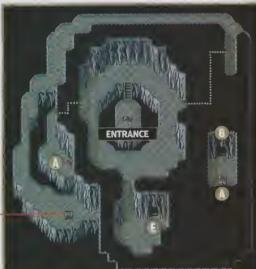
o reach the Moon's eore you'll need to return to the Crystal Palace via the Lunar Path. Heal up at the Crystal Palace, save your game outside, and take the warp panel in the center of the crystal room to the Lunar Subterrane. Your final battle with Zemus will occur after 12 floors of difficult battles. You'll need a lot of recovery items, especially if your levels are low, so before you begin the journey, visit Hummingway's Home and spend every last dime on supplies for your quest.

## Lunar Subterrane

The Lunar Subterrane is a massive dungeon with many levels and several long side paths that lead to optional items, often in monster-guarded ehests. You should try to find all of the treasures, as much for the experience as for the items themselves! If you follow the letters in alphabetical order, you won't miss anything: start with the A-D passage (which leads to a boss), then warp out, heal, save, and begin again at E. Whatever you do, don't miss the hidden passage that leads to Ragnarok (stairway T)!

RECOMMENDE	D LEVELS
CECIL	50
ROSA	50
KAIN	50
RYDIA	48
EDGE	48

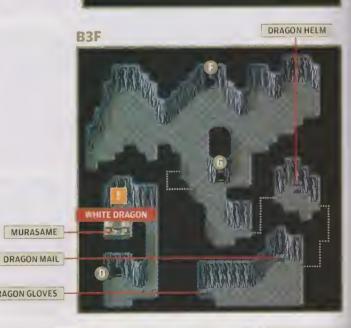
BLACK GARB



B2F	DRAGON SHIELD	SAGE'S STAFF
1		
		FIRE WHIP

#### 1 THE LAST BATCH OF **ULTIMATE WEAPONS**

Just as the Cave of Trials had the ultimate weapons for many characters, Lunar Subterrane holds boss-guarded ultimate weapons for Cecil and Kain, and two for Edge (weapons for Rydia and Rosa are not guarded by bosses). Note that you do not need the appropriate character to challenge these bosses, so you can collect absent characters' weapons for use in the optional, post-ending Lunar Ruins. Bring a lot of cottages, and return to camp sites (or the Crystal Palace) to heal and save after each boss.



MONSTERS

HP WEAKNESS

Fire, Holy

25.000 Throw

23.000 -

12.000 Fire

15.000

5,100

12,000

20,000

14,000

8,200

4.000

7.500

37,000

40,000

20,000

15,000 Ice

12.000 Lightning

PAGE=

97

99

104

NAME

Ahriman

Behemoth Blue Dragon

Bone Dragon

Dark Sage

Dinozombie

Flan Princess

Giant Warrior

Gold Dragon

Li'l Murderer

Red Dragon Selene Guardian

Silver Dragon

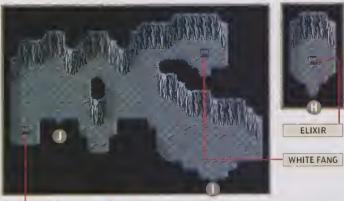
Wicked Mask Zemus's Breath

Zemus's Mind

#### B4F

STARDUST ROD



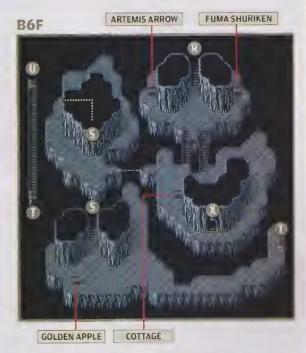


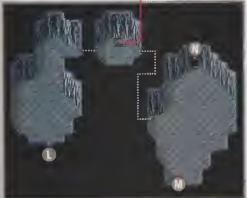
X-POTION

#### **DANCING WITH** THE FLAN PRINCESSES

If you use your Siren in this room, you'll end up in a battle with five Flan Princess enemies. All they do for the first few turns is say "Let's Dance!" but don't let that make you overconfident. Blast them with your strongest spells and attacks, because eventually they'll start attacking, all your guys will be Berserked, and you'll have no way to heal wounded characters. If you emerge triumphant, you may find a Pink Tail, which you can trade for Adamant Armor at Adamant Grotto.





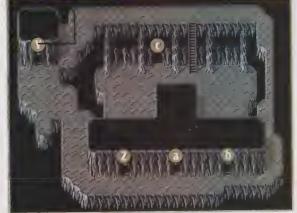








(pg. 83) B7F



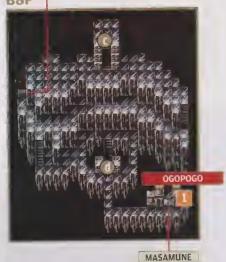






FUMA SHURIKEN

B8F

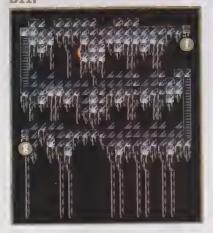


ELIXIR B9F

GYSAHL WHISTLE



B11F



**B12F** 



PREPARE FOR HE SHOWDOWN

The final battle begins at the end of this bridge, so heaf up your characters and make sure you have your strongest items equipped before you cross it!

#### White Dragon

not cast Earthquake often, but the effects will be devastating if it does.

There is nothing you can do to prevent its Maeistrom attack, which will leave everyone with only a few HP, so be ready to heal Cecil with a spell o item, and count on him to protect the party while you recover 'The White Dragon can absorb all elemental spells, so Rydia or Porom will have to on type-less effects like Bio and, ideally, Bahamut.



STATUS	
НР	32,700
EXP	55,000
Gil	0
ATK	156
DEF	5
Weak Vs.	

#### Dark Bahamut

Dark Fate, but is the best of the large of t your own Reflect barriers. Fortunately your Reflect barriers bounce Mega Flare, but his can't bounce summoned Bahamut's Mega Flare.



STATUS	
HP	60,000
EXP	64,000
Gil	0
ATK	160
OEF	5
Weak Vs.	-

#### Lunasaur

If your team 'equipped the right the right has the life of the right has bosses you'll face here. As Undead creatures they're have been a holy iest bosses you'll face here. As Undead creatures they're delay items, and you should be able to deal nearly 9,999 points of damage with divine weapons like Cecil's Ragnarok, Kain's Holy Lance and Yang's Hand of the Gods. Don't let their weakness to Fire tempt you to use spells, because both Lunasaurs will east Reflect early in the fight!



STATUS	
HP	23.000
EXP	29,500
Gil	0
ATK	144
DEF	4
Weak Vs.	Fire

#### Plague

you'll need to defeat Plague before the counters can hit O and your party wiped out. It shouldn't be tough if you can exploit Plague's vulnerability projectiles. Plague is weak not only to items tossed by Edge's Throw command, but to arrows and boomerangs as well, so archers should equip the strongest Artemis Arrows and Edge should swap his weakest weapon for strongest Artemis Arrows and Edge should swap his weake. the Full Moon. A few visits from Bahamut won't hurt, either



STATUS	
HP	33,333
EXP	31,108
Gil	550
ATK	146
DEF	5
Weak Vs.	Throw

### Ogopogo

ing. Your White Mages should cast Curaja on your entire party and you may need to have Rydia chip in by summoring Sylph or Asura instead of Bahamut when characters are wounded (Ogopogo is very ant to magic of all types anyway). It's attackers like Cecil that will



STATUS	
HP	50,000
EXP	61,000
Gil	0
ATK	150
OEF	4
Weak Vs.	- Min -

#### Zeromus

ou won't even be ab hit but Zeromus will give you a few free turns before he begins attacking, characters should spend their pre-Crystal turns using Hermes' Shoes or easting Shell and Haste on the party. If you have Edge in your party, have throw all your strongest weapons for heavy damage (like Excalibur and Yang's wife's Knife), Zeromus's Big Bang spell does 2,000-3,000 HP of rang's whie's Kmie). Zeromus's bag isang spen does 2,000-3,000 HP of age per character, so be ready to react with Megalixirs and Phoenix Downs



STATUS	
HP	65,498
EXP	0
Gil	0
ATK	174
OEF	3
Weak Vs.	-



## The Lunar Ruins

A fter the game's ending, the camera will focus on a rock-shaped face on the surface of the moon, and a series of doors will open, one for each character in your party when you completed the game. You

have unlocked the Lunar Ruins, an optional dungeon on the surface of the moon. This bonus area is a surreal mix of puzzles and flashbacks, and offers new items and a personal epilogue for each of the game's 10 heroes.

#### THE END?

Save your game after the ending, then load the file. You'll be back at the Crystal Palace, and will have to walk down the Lunar Path to your *Lunar Whale*. Fly to the mysterious face, where you'll see a staircase into the dungeon. You can see a lot of it after one play through, but to fully experience this dungeon, you'll need to beat Lunar Subterrane with each of the game's characters. Don't worry... it will be a lot easier with the EXP you earn and the items you find here!





#### THE BEGINNING

The first few floors are standard dungeon fare with hidden passages, chests full of recovery items, and new enemies to fill those holes in your Bestiary. After several floors of this, you'll do a series of puzzle floors and remembrance floors, and then start over with new floors of each type. Every now and then you'll find a floor with a camp site, a warp, and a door to an event floor that will open only if a particular character is in your party, and if you've beaten the game with that character.



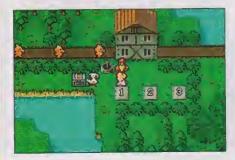
#### **EVENT FLOORS**

The event floors are the meat of the Lunar Ruins. In these, one character will confront his or her worst fear. These events often include a puzzle or maze, and always end with a difficult boss that holds an exclusive item. They are the hardest areas in the Lunar Ruins, so be sure to save before you attempt them! If you want to visit all of the event floors, you'll need to beat Zeromus with all 10 characters.



#### **PUZZLE FLOORS**

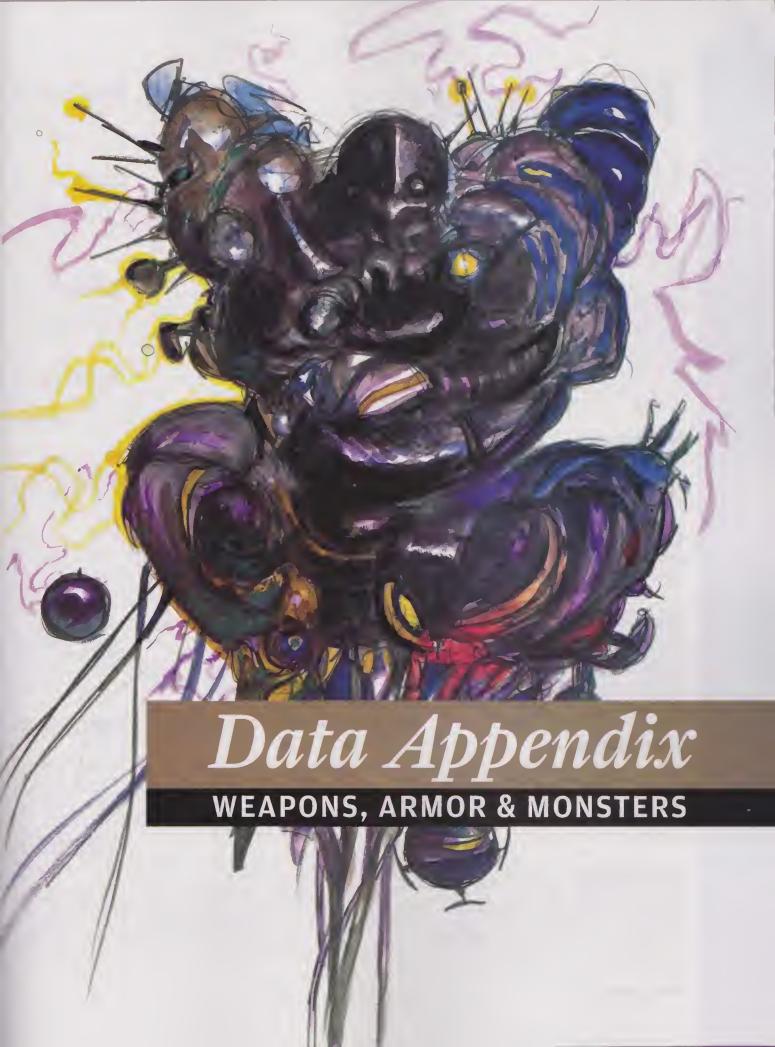
The Lunar Ruins are full of original puzzle floors where you'll need to complete a little brain teaser to move on. For example, you may have to find a specific item based on vague clues, solve a quiz question, cross a maze of warps, or hit numbered tiles in the right order. Sometimes you can earn prizes for success, while other times the reward is simply the right to move on. There are no enemy encounters on puzzle floors.



#### REMEMBRANCE FLOORS

The remembrance floors are a trip down memory lane, presenting a seemingly random mix of old areas. Some are floors from dungeons, and a few are non-combat areas like towns where you can actually shop and buy rare items. The dungeon floors have new enemies that will help you fill out your Bestiary, and all of the chests have been refilled with new items. They mostly contain recovery items, but there are new pieces of equipment and combat items to be found too!







ata for all of the equipment in the game are listed here. You will encounter most of these items on your quest; a few rare items can only be taken from monsters or found in the optional Lunar Ruins area at the end of the game.

Effect indicates special weapon effects like bonuses or penalties to stats, status conditions the weapon can cause, or its effect when used as a combat item.

Weapon is especially effective against monsters of this species.

Characters who can equip this weapon.

Page in this guide where weapon first appears.

#### ARROWS

AUUNIA	_				SHADAGTED	PRICE	PAGE #
NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	110	72
Angel Arrow	40	-	Confusion	Giant		110	
	75		-	Dragon	*		83
Artemis Arrow	20		Darkness		*	40	58
Dark Arrow			Darkitess	-	*	30	51
Fire Arrow	15			Ghoul, Undead	*	20	41
Holy Arrow	10	-		Gilour, dilocad		30	51
ce Arrow	15		-		*	10	33
ron Arrow	5						70
Medusa Arrow	1	_	Petrification			100	67
Mute Arrow	35	-	Silence	Mage	<u> </u>		
	30	-	Poison	-	*	70	64
Poison Arrow			7 0.301.	Mech	*	30	51
Thunder Arrow	15			-		140	71
Yoichi Arrow	50	-	-				

\* Arrows can be equipped by every character except Dark Knight Cecil, Kain, Tellah, Cid, Yang and Edge.

#### AXE

Part Said						PRICE	PAGE #
NAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER		
	62	69%	5TR & 5TA +5 / AGI, INT & 5PI -5	-	Cecil, Kain, Cid	15.000	58
Owarf Axe	02	69%	31110371107	Giant	Cecil, Kain, Cid	45,000	65
Ogrekiller	80		Poison	Giant	Cecil, Kain, Cid	-	71
Poison Axe	95	60%	PUISUII		Cecil, Kain, Cid	-	97
Rune Axe	100	60%	•	Mage	eccity reality eve		

#### BOOMERANGS

	_			MON5TER	CHARACTER	PRICE	PAGE #
NAME	ATTACK	ACCURACY	EFFECT	MONSIER	Edge	3,000	47
Boomerang	20	80%	Projectile (Throw) Oamage			3,000	70
Ful Moon	40	85%	Projectile (Throw) Oamage	-	Edge	_	70
FUI MIUUII	40	03 70	, , , , , , , , , , , , , , , ,				

#### ROWS

DO 11.3						DRIFE	PAGE #
MAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	
NAME					**	-	102
Artemis's Bow	80	70%	Projectile (Throw) Oamage		**	220	33
	10	30%	Projectile (Throw) Oamage	-			
Bow	10		Projectile (Throw) Damage		**	700	36
Crossbow	20	35%			***	-	70
Elven Bow	50	75%	Projectile (Throw) Oamage	Mage		2.000	F1
	30		Projectile (Throw) Oamage		**	2,000	21
Great Bow	30	40%			n n	3.000	62
Killer Bow	40	50%	Projectile (Throw) Oamage	-		3,000	71
		60%	Projectile (Throw) Damage	-	常常	-	/1
Yoichi's Bow	60	0090	Linicetiic (iiii ou) pamage				

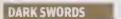
\*\* Bows can be equipped by every character except Dark Knight Cecil, Kain, Tellah, Cid, Yang and Edge.

#### CI AWS

CLAWS							2465.4
NABAR	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE #
NAME	ATTACK				Yang, Edge		61
Cat Claw	0	99%	5leep	Giant	Yang, Edge	-	55
Fairy Claw	0	50%	Confuse, AGI+3	Giant	Yang, Edge	350	12
Fire Claw	0	80%	Fire Oamage				81
Hand of the Gods	0	90%	Holy Omg. 5TR, AGI & 5TA+15	Ghoul, Undead	Yang		57
Hell Claw	n	90%	5TR+3, Poison	-	Yang, Edge		37
		80%	Ice Damage	-	Yang, Edge	450	30
Ice Claw			Lightning Damage	Mech	Yang, Edge	550	30
Thunder Claw	U	80%	righthing paniage	11100.			

#### DAGGERS

	_			MONETED	CHARACTER	PRICE	PAGE #
NAME	ATTACK	ACCURACY	EFFECT	MONSTER	Kain, Rydia, Edward, Palom, Cecil, Edge	5.000	46
Dancing Oagger	28	94%	•		(can be thrown only)		70
Knife	255	99%					70
Mage Masher	35	75%	5ilence, INT+5	Mage	Kain, Rydia, Edward, Palom, Cecil, Edge		48
Mythril Knife	20	99%	5ilence, INT+5	Ghoul	Kain, Rydia, Edward, Palom, Cecil, Edge	3,000	91
Triton's Dagger	62	99%	Use: Flood	-	Palom	-	01



NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Oark Sword	10	80%	Oarkness Oamage	•	Cecil(Oark Knight)	-	6
Oeathbringer	30	90%	Oark Omg. STR, AGI, STA, INT+S/SPI-S	•	Cecil(Oark Knight)	•	40
Shadow 8lade	20	85%	Oarkness Oamage	-	Cecil(Oark Knight)	-	35

#### HAMMERS

NAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE #
Fiery Hammer	?	?	?	?	?	?	86
Gaia Hammer	65	75%	Fire Omg./STR+S/Use: Quake	Mech	Cid	-	57
Mythril Hammer	SS	75%	-	Mech, Ghoul	Cid	8,000	48
Thor's Hammer	190	80%	Lightning Omg./STR+1S/Use: 8litz	Mech	Cid	-	81
Wooden Hammer	45	75%	*	Mech	Cid	80	15

#### HARPS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Apollo's Harp	98	90%	Fire Omg./STR, AGI & 5PI+1S	Oragon	Edward	-	81
Oreamer's Harp	8	85%	Sleep	•	Edward	-	13
Lamia Harp	18	90%	Confuse	-	Edward	-	37

#### HOLY SWORDS

ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE #
160	99%	Holy Oamage/5TR+10	-	Cecil	•	73
99	99%	Holy Oamage/STR, SPI+3		Cecil		69
?	?	?	?	?	?	86
200	99%	Holy Omg./5TR, 5TA & 5PI+15	Undead	Cecil		83
40	99%	Holy Oamage/SPI+3		Cecil	+	7
	160 99 ? 200	160 99% 99 99% ? ? 200 99%	160 99% Holy Oamage/5TR+10 99 99% Holy Oamage/5TR, SPI+3 ? ? ? 200 99% Holy Omg./5TR, 5TA & 5PI+15	160         99%         Holy Oamage/5TR+10         -           99         99%         Holy Oamage/STR, SPI+3         -           ?         ?         ?         ?           200         99%         Holy Omg./5TR, STA & SPI+15         Undead	160         99%         Holy Oamage/5TR+10         -         Cecil           99         99%         Holy Oamage/STR, SPI+3         -         Cecil           ?         ?         ?         ?         ?           200         99%         Holy Omg,/5TR, STA & 5PI+15         Undead         Cecil	160         99%         Holy Oamage/5TR+10         -         Cecil         -           99         99%         Holy Oamage/5TR, SPI+3         -         Cecil         -           ?         ?         ?         ?         ?         ?           200         99%         Holy Omg./5TR, 5TA & 5PI+15         Undead         Cecil         -

#### KNIGHT SWORDS

NAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE#
Ancient 5word	35	77%	Curse	Ghoul	Cecil, Kain	•	-
Avenger	80	95%	5TR, AGI & STA+10/INT, SPI-10	•	Cecil, Kain	-	70
Blood Sword	45	50%	Absorb HP/STR, AGI, STA, INT & SPI-S	Giant, Flan, Undead	Cecil, Kain	-	64
Caliburn	?	?	?	?	?	?	86
Oefender	105	90%	Use: Protect	-	Cecil, Kain	•	71
Flame 5word	65	80%	Fire Oamage	•	Cecil, Kain	14,000	56
Gorgon Blade	77	66%	5tone	-	Cecil, Kain		97
Ice Brand	75	80%	Ice Oamage	-	Cecil, Kain	26,000	61
Mythril 5word	50	80%	-	Ghoul	Cecil, Kain	6,000	48
Sleep Blade	S5	77%	Sleep/Use: Sleep	-	Cecil, Kain	•	-

#### NINJA STARS

NAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE #
Fuma Shuriken	80	99%	Projectile (Throw) Oamage	-	-	50.000	-
Shuriken	40	99%	Projectile (Throw) Oamage	•	•	20,000	93

#### NINJA SWORDS

NAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE =
2hura	32	90%	•	-	Edge	7.000	67
<ul> <li>Kuichimonji</li> </ul>	48	90%	STR+S	-	Edge	-	71
* otetsu	40	90%	*	•	Edge	11,000	68
<unai i<="" td=""><td>25</td><td>90%</td><td></td><td>-</td><td>Edge</td><td>4.000</td><td>16</td></unai>	25	90%		-	Edge	4.000	16
Masamune	65	99%	AGI+3	•	Edge	-	84
Murasame	SS	90%	STR, STA & INT+S, AGI, SPI·S	•	Edge	-	82

#### RODS

NAME	ATTACK	ACCURACY	EFFECT	MON5TER	CHARACTER	PRICE	PAGE #
Fairy Rod	30	55%	Use: Confuse/INT+10	-	Rydia, Tellah, Palom, FuSoYa	5.000	70
ame Rod	7	45%	Fire Omg./Use: Fire/INT+3	-	Rydia, Tellah, Palom, FuSoYa	380	41
te Rod	S	45%	Ice Omg./Use: Blizzard	Lizard	Rydia, Tellah, Palom, Fu5oYa	220	41
- 23	3	40%	Use: Magic Arrow	-	Rydia, Tellah, Palom, FuSoYa	100	33
≥ of Change	15	50%	Use: Pig/INT+5	-	Rydia, Tellah, Palom, FuSoYa	-	46
13 of Lilith	13	10%	Absorb HP/INT+S/Use: Osmose	Undead	Rydia, Tellah, Palom, FuSoYa	*	99
ardust Rod	45	60%	Use: Comet/INT+1S	-	Rydia, Tellah, Palom, FuSoYa	-	83
der Rod	10	50%	Lightning Omg./Use: Lightning/IN	T+3 -	Rydia, Tellah, Palom, FuSoYa	700	30





STAFFS							
NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Healing Staff	8	50%	Use: Heal	-	A .	480	30
Kinesis Staff	36	60%	SPI+10/Use: Dispel	-	**	7,000	72
Mythril Staff	12	55%	SPI+3	Undead	<i>b</i>	4.000	48
Power Staff	30	99%	Berserk/STR+10	-	**	2,000	64
Rune Staff	57	60%	Silence/SPI+10/Use: Silence	Mage	**	-	10 I
Sage's Staff	48	65%	SPI+15/Use: Raise	-	2.5		82
Staff	4	45%	Use: Antidote	-	*	160	33

\* Rydia (child), Tellah, Rosa, Porom, Cecil (Paladin), and FuSoYa can equip. \*\* Rydia (child), Tellah, Rosa, Porom, and FuSoYa can equip.

ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
?	?	?	?	?	??	86
88	22%	Absorb HP/STR, AGI, STA, INT & SPI-10	Glant, Flan, Undead	Kain	-	50
			-	Kain	11,000	S8
			-	Kain	-	79
			Ghoul	Kain		84
77			•	Kain	21,000	61
0			-	Kain	60	8
SS			•	Kain	-	S7
99	80%	Projectile (Throw) Oamage	Oragon	Kain	•	-
	ATTACK ? 88 66 92 109 77 9 \$55	ATTACK ACCURACY ? ? 88 22% 66 80% 92 80% 109 80% 77 80% 9 99% 55 80%	ATTACK   ACCURACY   EFFECT	ATTACK   ACCURACY   EFFECT   MONSTER	ATTACK   ACCURACY   EFFECT   MONSTER   CHARACTER	RATTACK         ActorNack         Effect           ?         ?         ?         ?         ?         ?           88         22%         Absorb HP/STR, AGI, STA, INT & SPI-10         Glant, Flan, Undead         Kain         -           66         80%         Fire, Projectile Dmg./Use: Fira         -         Kain         -           92         80%         Projectile (Throw) Omg./STA+1S         -         Kain         -           109         80%         Holy, Projectile Omg./Use: Holy         Ghoul         Kain         -           77         80%         ice, Projectile Dmg./Use: Blizzara         -         Kain         21,000           9         99%         Projectile (Throw) Damage         -         Kain         60           55         80%         Projectile (Throw) Damage         -         Kain         -

WHIPS							_
NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
8litz Whip	40	60%	Lightning Dmg./Paralyze	-	Rydia	10,000	72
Chain Whip	30	S5%	Paralyze	•	Rydia	6,000	67
Dragon's Whisker	SS	75%	Paralyze/STR, AGI, STA+S, INT, SPI-S	Dragon	Rydia		-
Fire Whip	50	65%	*	-	Rydia	-	82
Whip	20	50%	Paralyze	do	Rydia	3.000	46

\* Fire Oamage/Paralyze/STR, AGI, STA+S/INT, SPI-S

# Armor The additional effects for Magic Defense.

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
rystal Gloves	10	7	SPI+3	Cecil	-	83
rystal Ring	20	12	Prevent Confese, Sleep, Paralyze/AGI+S	All except Cecil (Oark Knight)	-	101
ursed Ring	0	0	Prevent Absorb attack/STR, AGI, STA, INT, SPI-IS	All	*	103
Dark Gloves	2	0	•	Cecil (Dark Knight)	-	6
Demon Gloves	4	0	-	Cecil (Dark Knight)	800	39
Diamond Armlet	6	8	Half Thunder	All except Cecil, Kain, Cid	4,000	67
amond Gloves	7	3	Half Thunder	Cecil, Kain, Cid	5,000	67
Discipline Armlet	?	?	?	?	?	86
Oragon Gloves	9	6	Half Fire, Ice, Thunder	Cecil. Kain, Cid	-	82
Oragoon Gloves	?	?	?	?	?	86
Gauntlets	5	1	SPI+3	Ceciil	3,000	41
enji Gloves	8	5	Darkness Damage	Cecil, Kain, Cid, Edge	-	77
Siant's Gloves	10	0	STR, STA+10/Prevent Mini	Cecil, Yang, Kain, Cid. Edge		101
lades Gloves	3	0	-	Cecil (Dark Knight)	?	35
tanzo Gloves	?	?	?	?	?	86
Harmonious Ring		3	?	?	?	86
ron Armiet	2	2	•	All except Cecil, Kain, Cid	100	33
ron Gloves	2	0	_	Cecil, Kain, Cid, Edge	130	8
Mist Ring		?	?	?	?	86
Mythril Gloves	6	7	•	Cecil, Kain, Cid, Edge	2,000	48
Power Armlet	2	2	STR+S	Kain, Yang, Cecil, Cid. Rydla, Edge	-	59
Protect Ring	10	12	Half Fire, Ice, Thunder	All except Cecil (Dark Knight)	•	83
Ruby Ring	0	3	Prevent Pig	All except Cecil (Oark Knight)	1,000	13
Rune Armiet	<u> </u>	8	Prevent Silence/INT, SPI+3	All except Cecil, Kain. Cid	2,000	58
Silver Armlet	4	4	-	All except Cecil, Kain, Cid	650	30
Twin Stars	2	7	?	?	?	86
White Ring		?	?	?	?	86

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Adamant Armor	100	20	*	All except Cecil (Dark Knight)	•	73
Assassin Vest	29	20	Prevent Poison, Stone, Paralyze/STR, AGI+S	Edge	530,000	
8ard's Tunic	2	1	Prevent Silence	All except Cecil (Oark Knight)	700	13
8attle Gear	29	12	Prevent Pig, Toad, Mini/STR, STA+10	Yang	500,000	
Black 8elt	10	3	STR. STA+S	All except Cecil (Oark Knight)	-	16
8lack Garb	24	15	AGI+3	Edge		82
8lack Robe	8	7	INT+S	Rydia, Tellah, Palom, FuSoYa	10.000	64
Caesar's Plate		?	?	?	?	86
Chocobo Suit	28	30	Prevent Poison/AGI+1S	Palom	\$50,000	-

#### BODY ARMOR (CONTINUED)

NAME	OEFENSE	M.OEFEN5E	EFFECT	CHARACTER	PRICE	PAGE #
Clothes	1	0	-	All except Cecil (Oark Knight)	50	46
Courageous Suit	22	8	Prevent Curse/STR, AGI, STA+10	Yang	-	80
Crystal Mail	25	10	Prevent Darkness, Silence, Pig, Mini, Toad, Berserk/SPI+3	Cecil	-	6
Dark Armor	5	1	-	Cecil (Oark Knight)		6
Demon Armor	9	3	•	Cecil (Oark Knight)	3,000	39
Diamond Armor	19	4	Half Thunder	Kain, Cecil, Cid	40,000	80
Oragon Mail	23	8	Half Fire, Ice, Thunder	Kain, Cecil. Cid	-	82
Oragoon Plate	?	?	?	?	?	86
lame Mail	15	4	Half Ice	Kain, Cecil, Cid	30,000	56
aia Gear	3	3	Prevent Stone	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	500	41
enji Armor	21	7	•	Kain, Cecil, Cid, Edge	-	77
Grand Armor	28	10	Half Thunder/STA, SPI+15	Cid		81
lades Armor	7	2	-	Cecli (Oark Knight)	-	35
ce Armor	17	4	Half Fire	Kain, Cecil, Cid	35,000	62
ron Armor	4	1	•	Kain, Cecil, Cid	600	8
enpogi	S	2	STR+3	All except Cecil (Oark Knight)	4,000	30
night's Armor	11	3	SPI+3	Cecil	8,000	41
eather Garb	2	1	•	All except Cecil (Oark Knight)	200	33
ight Robe	12	9	Half Thunder/INT, 5PI+S	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	30.000	72
ord's Robe	19	18	Half Fire, Ice, Thunder/STA, SPI+10	Porom	-	80
Maximilian	?	?	?	?	?	86
Minerva's Plate	20	5	Prevent Paralyze/STR, AGI, STA+15, INT, SPI-15	Rydia, Rosa, Porom	**	83
Aythril Armor	13	4	-	Kain, Cecil, Cld	17.000	48
Power Sash	15	0	5TR+15	All except Cecil (Oark Knight)		93
risoners' Wear	1	1	Prevent Sleep	All except Cecil (Oark Knight)	•	15
Rainbow Robe	?	?	?	?	?	86
Red Jacket	21	12	Half Fire/5TR, AGI+15	Edward		80
age's Robe	19	15	Prevent Silence/AGI, INT+10	Palom		80
age's Surplice	5	5	SPI+5	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	1,200	57
rabby Suit	28	30	Prevent Poison/AGI, STA+10	Porom	560,000	-
/ishnu Vest	?	?	?	?	?	86
White Oress	?	?	?	?	?	86
White Robe	18	10	Prevent Oarkness/SPI+1S	Rydia (Child), Tellah, Rosa. Porom, Cecil, FuSoYa	-	83

#### \* Half Fire, Ice, Thunder/Prevent all status ailments/STR, AGI, 5TA, INT, 5PI+15

#### HEAD GEAR

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Black Cowl	5	1	Prevent Sleep/STR, AGI, STA+3	All except Cecil (Oark Knight)	-	69
at Hood	7	18	Half Ice/AGI+S	Porom	-	80
oronet	7	16	Prevent Pig, Minl, Toad/INT+5	Palom	-	80
Crystal Helm	12	8	Half Fire, Ice, Thunder/SPI+3	Cecil	*	83
Oark Helm	4	0		Cecil (Oark Knight)	-	6
Demon Helm	6	1	-	Cecil (Oark Knight)	980	39
Diamond Helm	9	2	Half Thunder	Kain, Cecil, Cid	10,000	67
Oragon Helm	11	7	Half Fire, Ice, Thunder	Kain, Cecll, Cid	-	82
Feathered Cap	2	3	-	All except Cecil (Oark Knight)	330	13
Genji Helm	10	6	-	Kain, Cecil, Cid, Edge	-	77
Glass Mask	30	0	et .	All except Cecil (Oark Knight)	-	104
Gold Hairpin	7	10	Half Thunder/INT+10	Rydia, Rosa, Porom	20.000	46
Grand Helm	14	10	Half Thunder/AGI, SPI+S	Cid		81
Green 8eret	3	1	STR, 5TA+5	All except Cecil (Oark Knight)	-	16
Hades Helm	5	1	-	Cecil (Oark Knight)	-	35
Iron Helm	3	0	-	Kain, Cecil, Cid	150	8
Leather Cap	1	1	69	All except Cecil (Oark Knight)	100	33
Light Helm	7	2	SPI+3	Cecil	4.000	41
Mysterious Mask	8	3	Prevent Paralyze/STR+S	Yang	-	+
Mythril Helm	8	2	-	Kain, Cecil, Cid	3,000	48
Red Cap	10	12	Half Fire/5TA+10	Edward	-	80
Ribbon	9	12	Prevent all status ailments	All except Cecil (Oark Knight)	-	84
Sage's Miter	5	7	SPI+S	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	2,000	58
Twist Headband	1	1	Prevent Confuse/STR+S	All except Cecil (Oark Knight)	450	30
Wizard's Hat	3	5	INT, SPI+3	Rydia, Tellah, Rosa, Palom, Porom, Cecll, FuSoYa	70:0	41

#### SHIELDS

NAME	OEFEN5E	M.OEFEN5E	EFFECT	CHARACTER	PRICE	PAGE #
Aegis Shield	4	S	Prevent Stone/INT+3	Kain, Cecil, Cid	20.000	72
Crystal Shield	7	4	SPI+3	Cecil	-	83
Dark Shield	1	0	-	Cecil (Oark Knight)		6
Demon Shield	2	0	-	Cecil (Oark Knight)	-	39
Oiamond Shield	4	2	Half Thunder	Kain, Cecil, Cid	15,000	67
Dragon Shield	6	3	Half Fire, Ice, Thunder	Kain, Cecil, Cid	-	82
Fire Shield	3	2	Half Ice	Kain, Cecil, Cid	1,250	57
Genil Shield	5	3	-	Kain, Cecil, Cid		77
⊣ero's 5hield	20	20	Prevent Absorb/STR, AGI, STA, INT, SPI+1S	All except Cecil (Oark Knight) and FuSoYa	-	-
ice Shield	3	2	Half Fire	Kain, Cecil, Cid	10,000	62
ron Shield	1	0	-	Kain. Cecil, Cid	100	8
_ght Shield	2	1	SPI+3	Cecil	700	41
Mythril Shield	3	2	Kain, Cecil, Cid	Kain, Cecil, Cid	1,000	48



## Monsters

monster's species is shown after its name, if applicable. Some weapons and armors have special properties against certain

#### Spirit (Ghoul) No.028 WEAKNESS: Holy RESISTANCE/ABSORB: Poison, Petrify, Sleep, Slowing Petrify, Blind, Death, Paralyze / Fire

TREASURES: This refers to the items a monster carries. The monster may drop one of these when beaten, and Edge may be able to Steal them.

WEAKNESS: Some enemies are vulnerable to certain attack or magic types. Exploiting these weaknesses will allow you to defeat the enemy with ease.



الكالم المواسرة	Adama	ıntoise (	(Insect)	)		No.026
The state of	HF: 190	5TR: 20	DEF: I	W,B; 10	GIL: Pa	511: 34
TREASU	RES: Antidote.	Echo Herbs, Cro	ss, Tent			
WEAKNE	ESS: Ice					
RESISTA	NCE/ABSOR	B: Pig, Mini / -				

ир. 25.000 SIR, 14/1 DER:5 W.De 38	OIL: 65.2.00 EM; 15.333
The Advantage Con Proper Ellish Cold Househore Destart Disc.	
TREASURES: Eye Drops, Elixir, Gold Hourglass, Protect Ring WEAKNESS: Throw	

0.2	Alligat	or		-		No.019
all all	HP. 175	51%: 22	nEI:1	M.D; 10	GIL- 95	ENP. 136
TREASU	RES: Leather (	Cap, Leather Gar	b, Hi-Potion, S	ilver Apple		_
WEAKNI	ESS: Ice					
RESISTA	NCE/ABSOR	RB: Pig. Mini / -				

TITLE THE	Antlion				No.194
200	HP: 1,100 STR: 11	DEF: 3	M.O: 11	GIL: 800	EXP: 1,500
TREASU	RES: -				
WEAKN	ESS:-				

<b>Arachne</b>	No.118
5 Hr:3.550 STR:102 0FF:+ M.O	: IF GIL: 585 BIT: 4,3
EASURES: Spider's Silk, Gaia Drum, Siren	THE DILLOSS BURN.

ALIII	adillo				No.077
HP: 325	STR: 58	DEF: 4	M.D: 12	GIL: 194	EXP: 1,555
REASURES: Myth				GIL: 194	EXP: 1,

#### IN-GAME BESTIARY ENTRY NUMBER

STATS:
HP - Hit Points
STR - Strength
DEF - Defense
M.D - Magic Defense
GIL - Gil earned
EXP - EXP earned



RESISTANCE/ABSORB: The enemy is resistant to the attack and magic types listed before the slash, so these will do less damage or succeed less often than normal. Enemies can actually absorb the damage dealt from magic types listed after the slash, so avoid using these entirely!

	Asura (Mage)	7.			No.243
	HP: 31,005 STR: 134	DEF: 3	M.D: 37	GIL: 0	EXP: 20,000
TREASU	RES: -				
	SS: Lightning				

The second secon	,220	No.				Node	Attack	and and
HP:3,000 STR:110 DEF:5 M.D: LL GIL:D EXP:1	0	EXP: 0	GIL: 0	M.D; (I	DEF: 5	5TR: 116	HP. 3,000	
TREASURES:		EAF; U	GIL; U	MINE CE	DEP; 5	ZIHIII	-	TDEASII

688	Bahamut		700	No.242
Z.	HP: 45,001 STR: 174	DEF;1	M.D: 4 GIL: 0	EXP: 35,000
TREASU	RES:-			

WEAKNESS: -RESISTANCE/ABSORB: Ail conditions / -

1940.	Baigan					No.196
57	RP L DIA	5TR:59	Dev: 1	MLD; II	G11:3,000	5Y10: 4, 510 ()
TREASU	RES:-					
WEAKN	ESS:-					
RESISTA	NCE/ABSOR	B: All condition	ns/-			

Balloo	1			No.092
HP: 697	/5TR:72	DEF: 4	M.D: 19	GIL: 315 EXP: 2,459
TREASURES: Bomb Fra	gment, Antarct	ic Wind, Bomb	Core, Bomb	
WEAKNESS: Throw				
RESISTANCE/ABSOR	B: Poison, Min	i, Pig, Toad / -		

2	Bandit					No.192
الخط	HP. 14,551	57R: 144	DEF: 4	0,0;1)	611:0	EXP: 0
TREASI	uRES: -	_				
WEAKN	ESS:-					
RESIST	ANCE/ABSORE	B: All condition	5/-			

Table	Barbar	Barbariccia					
ANT -	AP- R/A 36	STR- NZ	0 EF; ()	M.D; 12	dl≥5,50-0	EXP: 4,000	
rreasui	RES:-						
WEAKNE	SS:-						
RESISTA	NCE/ABSOR	B: All condition	15/-				





Baron Guard (Mage)

HP: 280 STR: 40 DEF: 3 M.D: 14 GHL: 230 EXP: 740

TREASURES: -

WEAKNESS: -

RESISTANCE/ABSORB: -/-

Baron Soldier No.020

HP: 27 STR: 20 DEF: 0 S.D: A GIL: 34 EXF. 157

TREASURES: WEAKNESS: RESISTANCE/ABSORB: Confuse / -

	Baron	Warrior			No.035		
tule _	AP: 05	ST/Rt ₹0	Diel e	P.D	5IL: 100	ÉXP: 40°0	
WEAKN RESISTA	ESS: -	RB: Confuse, Ho	ly, Darkness /				

	No.024	
RIP. 40 STA: IS ORF. 2 M.D. 9 GILL DU EN	P. DO	



Behemoth	No.155
HP: 23,000 STR: 154 DEF: 4	M.D: 254 GIL: 65,000 EAP: 57,000
TREASURES: Twist Headband, Power Armiet, Power:	Sash, Avenger
WEAKNESS: -	
RESISTANCE/ABSORB: All conditions /-	

	Belphe	gor (Gh	oul)			No.113
3 9	HP: 2,200	51R: 108	DEF:5	MLD: 12	GIL: 484	EXP: 4,088
	RES: Cursed Riv	-				

WEAKNESS: Holy, Throw RESISTANCE/ABSORB: Pig, Death, Mini /
Black Flan (Pudding)

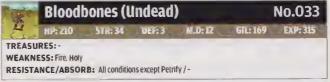
No.132

<b>A</b> -	RIACK F	ian (Pu	aaing)			NO.132
- F	HF: 1.357	STRE STA	DEF: 254	f.,03 0	GH: 1.30-0	EXP13,04
	HP: 1.357		DEF: 254	M.jog B	GHL: 1.300	EXP



A CONTRACT	Black i	Lizard (I	nsect)		9.99	No.094
B. C.	HP: 792	STR: 64	DEF: 4	M.D: 15	GIL: 43	EXP: 1.298
WEAKNE		Arrow RB: Pig, Mini/-				















0 STR:142 0ET;3 M.D:254 Giles.750 EXP:14.000	ed b	Bone D	ragon (	Dragor	ı, Undea	ad)	No.148
C Furcad Pine		HP: E.OHO	STR: 142	0 EV; 3	B. 02 254	GIL: 6.750	EXP: 14.000
5, cursed hing	TREASU	RES: Red Fang, (	-	DEVES	10,02 254	PIT: 01.190	EARSTALL
	RESISTA	NCE/ABSORE	3: All condition	s except Petri	fy and Confuse	/-	



#### **Brachioraidos** (Dragon)

No.188

HP: 180,000 STR: 225 DEF: 5

TREASURES: Hero's Shield

WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

**Centaur Knight** No.064 M.D: 18 GIL: 172 TREASURES: Tent, Cottage

WEAKNESS:

RESISTANCE/ABSORB: Pig, Toad / -

No.205 Brina EXP. LOO

TREASURES: WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

No.136 Centaurion (Mech) AP. 3,500 511: 126 USF: 5 TREASURES: Tent, Cottage

WEAKNESS: -

RESISTANCE/ABSORB: Pig. Toad, Mini / -

No.215 Cagnazzo M.D. 48 CH 4,000 BYF; 5,500

TREASURES: -WEAKNESS: Ice

RESISTANCE/ABSORB: All conditions / -

No.169 **Chaotic Knight** HP: 21.019 STR: 152 DEF: 2 M.U- 45 GIL 42,000 EXP: 50,00 TREASURES: Remedy, Cottage, Assassin Dagger

WEAKNESS: -

RESISTANCE/ABSORB: Pig, Toad, Mini /-

**Cait Sith** No.052 MLD: 16 TREASURES: Unicorn Horn, Coeurl's Whisker, Cat Claw

WEAKNESS: Holy RESISTANCE/ABSORB: Mini, Toad /-

No.204 Calco ENP. 1.000 M.D. B SIL-50V

TREASURES:

WEAKNESS ...

RESISTANCE/ABSORB: - / -

No.093 Chimera STR. BO DEF: 3 TREASURES: Fire Arrow, Bomb Fragment, Bomb Arm, Red Fang WEAKNESS: -RESISTANCE/ABSORB: Pig. Toad, Sleep, Mini. Death, Paralyze / Fire. Lightning, Ice

No.125 Chimera Brain M.D: 38 GIL: 1,200 EXP: 28,000 HP: 3.400 STR: 114 DEF: 3

TREASURES: Fire Arrow, Bomb Fragment, Bomb Arm, Red Fang

WEAKNESS:-

RESISTANCE/ABSORB: Pig, Toad, Sleep, Mini, Death, Paralyze / Fire, Lightning, Ice

No.206 Calcobrena EXP. 12.000

TREASURES:

WEAKNESS:-

RESISTANCE/ABSORB: All conditions /-

No.174 Chimerageist HP-24,4/5 STR: 164 DET: 4

TREASURES: Red Fang, White Fang, Blue Fang, Cursed Ring

WEAKNESS: -

RESISTANCE/ABSORB: Pig. Toad, Sleep, Mini, Death, Paralyze / Fire, Lightning, Ice

Captain No.036 08.2 MLD: (3 TREASURES: WEAKNESS: -

Catoblepas (Insect) No.175

TREASURES: Gold Needle, Medusa Arrow, Aegis Shield, Gorgon Blade

WEAKNESS: -

RESISTANCE/ABSORB: Pig, Mini / -

RESISTANCE/ABSORB: -/-

TREASURES: Hi-Potion WEAKNESS: -RESISTANCE/ABSORB: Pig, Toad, Mini / -No.202 Cindy (Mage)

DEF: 3

No.081

EXP; 2,822

No.031

M.D: 11 GHL: 3.000 EXP: 2.500 TREASURES: WEAKNESS: -

5TR: 72

RESISTANCE/ABSORB: All conditions / -

Cockatrice

RESISTANCE/ABSORB: Mini, Toad / -

Chrysalis

No.058 Cave Bat

TREASURES: Hi-Potion WEAKNESS: Holy, Throw RESISTANCE/ABSORB: Pig. Toad, Mini / Lightning

Cave Naga (Insect)

M. Dc 21 STR: 24 DEF: 1 TREASURES: Phoenix Down, Gold Needle, Cockatrice WEAKNESS: Throw RESISTANCE/ABSORB: Pig, Toad, Mini / -

Coeuri No.091 5TR: 72 DEF: 3 M.D: 17 GIL: 345 TREASURES: Unicorn Horn, Coeurl's Whisker, Cat Claw WEAKNESS: -

EXP: 740 GIL: 201 M.D: 12 TREASURES: Antidote, Unicom Horn, Poison Arrow

No.056

WEAKNESS: Holy

RESISTANCE/ABSORB: -/-









£5/r: 32,000



Crystal Dragon (Drago	on) No.167	Defense Node	No.219
TREASURES: White Fang, Dragon Shield, Wyvern Lanco	2 miles 10 dias 1,000 miles 1,000	TREASURES: - RESISTANCE/ABSORB: All conditions / -	M.D. O. Git. O EXP. O
RESISTANCE/ABSORB: All conditions / -		RESISTANCE/ABSORD. All Collulinoss y	





100 m	Dark Elf	No.199	Dinozombie (Dragon, Undead)	No.149
TREASU WEAKNE		EXP: LOUG	TREASURES: Red Fang, Cursed Ring WEAKNESS: Fire, Holy RESISTANCE/ABSORB: All conditions except Petrify and Confuse /-	50,60

Dark Grenade	No.133	Doctor	No.209
TREASURES: Bomb Fragment, Antarctic Wind, Bomb Core, Bomb WEAKNESS: Throw RESISTANCE/ABSORB: Poison, Mini, Pig, Toad /-	(1) (2 630) EXP. 7.514	TREASURES: - WEAKNESS: - RESISTANCE/ABSORB: All conditions / -	M.D:11 GIL: 2,000 EXP: 5,500

WEAKNESS: Throw RESISTANCE/ABSORB: Poison, Mini, Pig. Toad/-  Dark Sage (Mage)  No.145  Domovoi  No.02  No.03  No.03  No.04  No.05  No.05  No.05  No.05  No.05  No.05  No.05  No.05  No.06  No.06  No.07  No.07  No.07  No.07  No.07  No.07  No.08  No.09  No.	HP: 1320 STR-108 DET: 1 M.D: 17 MIL: 630 EXP. 7.61	HP: 4,936 STR: 18 DEF: 0 M.D: 11 GIL: 2,000 EXP: 5,500
HP: 57 514: 15 (16:0) 4.0:7 GIL: 48 EVP. L	TREASURES: Bomb Fragment, Antarctic Wind. Bomb Core. Bomb WEAKNESS: Throw RESISTANCE/ABSORB: Poison, Mini, Pig, Toad / -	WEAKNESS: -
WEAKNESS: - RESISTANCE/ABSORB: Toad/ - RESISTANCE/ABSORB: -/-	TREASURES: Maiden's Kiss, Dry Ether, Soma Drop, Ribbon WEAKNESS: -	WEAKNESS: -



Dr. Lugae (Mech)

Draculady (Undead)

No.211

No.191

No.172

TREASURES: Dr. Lugae's Key

WEAKNESS: -

RESISTANCE/ABSORB: All conditions/-

No.055

TREASURES: Vampire Fang, Kiss of Lilith

WEAKNESS: Fire, Holy

RESISTANCE/ABSORB: Death / Lightning

Fiery Knight

TREASURES: Fire Lance, Flame Sword, Flame Shield, Flame Mail

TREASURES: Fire Arrow, Bomb Fragment, Bomb Arm, Red Fang

WEAKNESS: Ice

WEAKNESS: Ice

RESISTANCE/ABSORB: -/Fire

**Fiery Hound** 

RESISTANCE/ABSORB: Mini, Toad / Fire

Drillmaster

TREASURES:

WEAKNESS: Fire

DESISTANCE /ARSORR: All conditions / -

Flan Princess (Pudding) No.159 40.30,000 STR-184 (18835 0.0.22 6)1-55.555 EXP; 10.0

No.100

No.090

No.021

TREASURES: Dry Ether, Elixir, Furna Shuriken. Pink Tail

WEAKNESS: -

RESISTANCE/ABSORB: All conditions /-

**Dust Mousse (Pudding, Undead)** 

TREASURES: Dry Ether, Elixir, Furna Shuriken, Soma Drop

WEAKNESS: Holy

RESISTANCE/ABSORB: Toad, Confuse / Darkness

No.003 Floating Eyeball

TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle

WEAKNESS: Throw

RESISTANCE / ABSORB: All conditions / -

Echidna (Insect, Undead) No.161

TREASURES: X-Potion, Vampire Fang, Kiss of Lilith, Assassin Vest

WEAKNESS: -

RESISTANCE/ABSORB: Pig. Toad, Mini / -

No.049 Flood Worm M.D: 22 TREASURES: Hi-Potion, Remedy, Silver Apple

WEAKNESS: Lightning

RESISTANCE/ABSORB: Darkness, Mini, Pig. Sleep / -

No.046 Electrofish STR: 40 DEF: 2

TREASURES: Diet Food, Maliet, Maiden's Kiss, Remedy

WEAKNESS: Throw

RESISTANCE/ABSORB: Pig. Mini / Lightning

No.007 Flving Eves TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle

WEAKNESS: Throw

RESISTANCE/ABSORB: Darkness. Mini, Pig, Toad / -

**Eukaryote** No.128 GIL: 1,560 EXP: 6.9 IP: 1,700 STR: 116 DEF: 5 M.D: 44

TREASURES: Diet Food, Mailet, Maiden's Kiss, Remedy

WEAKNESS:-

RESISTANCE/ABSORB: All conditions / -

No.032 **Gargoyle (Insect)** TREASURES:

WEAKNESS: Holy, Throw

RESISTANCE/ABSORB: Pig, Death, Mini / -

**Evil Bat** No.120

TREASURES: Hi-Potion

WEAKNESS: Fire. Throw

TREASURES: Decoy

WEAKNESS: -

RESISTANCE/ABSORB: Pig. Toad, Mini / Lightning

**Evil Doll** 

No.034 Gatlinger TREASURES: Gold Needle

WEAKNESS: -

RESISTANCE/ABSORB: Minl, Toad / -

General

TREASURES:

No.088

WEAKNESS: -

RESISTANCE/ABSORB: -/-

No.110 **Evil Dreamer** 

TREASURES: Cursed Ring

RESISTANCE/ABSORB: -/-

WEAKNESS:

RESISTANCE/ABSORB: Poison, Petrify, Sleep, Slowing Petrify, Darkness, Death, Paralyze / Fire

**Ghost Knight (Ghoul)** No.096 TREASURES: Tent, Cottage

WEAKNESS: Holy

RESISTANCE /ABSORB: -/-



No.140 Giant Soldier (Mech, Giant) EXP: 31,000 M.D: 38 - 61L: 1.500 HP: 10,000 STR: 128 DEF: 4 TREASURES: Cottage, Ogrekiller, Poison Axe, Rune Axe

WEAKNESS: -

RESISTANCE/ABSORB: All conditions except Berserk and Curse / -

No.151 Giant Warrior (Giant) TREASURES: Cottage, Ogrekiller, Poison Axe, Rune Axe WEAKNESS: -RESISTANCE/ABSORB: All conditions except Berserk / -

No.011 **Gigantoad (Insect)** TREASURES: Maiden's Kiss WEAKNESS: Ice RESISTANCE/ABSORB: Toad /-

No.047 **Gigas Gator** TREASURES: Leather Cap, Leather Garb, Hi-Potion, Silver Apple WEAKNESS: Ice RESISTANCE/ABSORB: Pig, Mini / -

No.223 Gigas Worm 01010 5TR: US TREASURES: WEAKNESS: -RESISTANCE/ABSORB: All conditions / -

No.178 Gilgamesh (Insect) HP: 30,710 STR: 175 UEF: 6 N.D: 254 GIL: 62,500 EXP: 63,000 TREASURES: X-Potion, Bestiary, Lunar Curtain, Maximilian WEAKNESS-ICE RESISTANCE/ABSORB: All conditions / -

No.082 Gloomwing HP: 1.580 STR: 100 DEF: 4 TREASURES: Ether, Stardust, Lunar Curtain, Artemis Arrow WEAKNESS: Throw RESISTANCE/ABSORB: -/-

No.001 Goblin STR: 19 DEF: 0 TREASURES: Tent. Hourglass, Goblin (Summon Spell) WEAKNESS: -RESISTANCE/ABSORB: -/-

No.076 **Goblin Captain** EAP: 1.93 TREASURES: WEAKNESS: -RESISTANCE/ABSORB: -/-

No.160 **Goblin Prince** TREASURES: X-Potion, Gold Hourglass, Goblin WEAKNESS: Lightning RESISTANCE/ABSORB: Pig. Toad. Minl /-

No.207 Golbez MLD: 0 GIL: 10.000 EXP: 15.000 TREASURES: WEAKNESS: Fire, Holy RESISTANCE/ABSORB: All conditions / Fire and Holy

**Gold Dragon (Dragon)** No.147 HP: 8,200 STR: 128 DEF: 54 M.D: 39 GIL: 23,000 EXP: 30,000 TREASURES: Rage of Zeus, Rage of the Gods, Blue Fang, Silver Apple WEAKNESS: -RESISTANCE/ABSORB: All conditions except Berserk and Curse /-

Golden Flan (Pudding) No.171 MID: 245 GIL- NO LIDE EXP: 42,00 TREASURES: Dry Ether, Stardust, Lunar Curtain, Golden Apple WEAKNESS: -RESISTANCE/ABSORB: Toad, Confuse / -

Golden Toad (Insect) DEF: 254 K.D: 254 GIL: 65,000 EXP: AS, TREASURES: Gold Hourglass, Golden Apple, Megalixir WEAKNESS: -RESISTANCE/ABSORB: All conditions / -

No.083 Gorgon TREASURES: Medusa Arrow, Gorgon Blade WEAKNESS:-RESISTANCE/ABSORB: -/-

No.029 **Grav Bomb** TREASURES: WEAKNESS: -RESISTANCE/ABSORB: Poison, Mini, Pig. Toad / -

No.142 **Great Malboro** TREASURES: Remedy, Bacchus's Cider, Soma Drop, Megalixir WEAKNESS: RESISTANCE/ABSORB: Pig, Death, Mini / -

Green Dragon (Dragon) TREASURES: Blue Fang, Siren, Silver Apple WEAKNESS: -RESISTANCE/ABSORB: Pig. Toad, Mini, Sleep / -

No.065 **Gremlin (Mage)** 11 pt 15 TREASURES: Bell of Silence, Unicorn Horn, Hourglass, Ether WEAKNESS: Fire RESISTANCE/ABSORB: -/-



**Grudge Puppet** 

TREASURES: Decoy

WEAKNESS: -

RESISTANCE/ABSORB: Poison, Silence, Mini, Berserk. Sleep, Darkness, Pig. Toad, Confuse / -

No.099 Grudger

TREASURES: Thunder Arrow, Rage of Zeus, Rage of the Gods, Blue Fang

WEAKNESS: Holy

RESISTANCE/ABSORB: - / Lightning

No.080 **Hell Flapper** 

TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle

WEAKNESS: Throw

RESISTANCE/ABSORB: Darkness, Mini, Pig. Toad / -

**Hell Needle** 

No.053

TREASURES: Gold Needle

WEAKNESS: -

RESISTANCE/ABSORB: Mini, Toad / -

**Hell Turtle (Insect)** 

No.070

TREASURES: Mythril Shield, Mythril Hammer, Hi-Potion, X-Potion

WEAKNESS: Ice

RESISTANCE/ABSORB: Pig. Minl / Fire

Helldiver No.002 STR: ZI DEF: 0

TREASURES: Phoenix Down, Gold Needle, Cockatrice

WEAKNESS: Throw

RESISTANCE/ABSORB: Pig. Toad, Mini / -

Hundlegs No.008 51R:11 DEF: 3 M.D: 4

TREASURES: Hi-Potion

WEAKNESS: -

RESISTANCE/ABSORB: Darkness. Mini, Pig. Toad / -

Hydra (Insect)

No.044

TREASURES: Antidote, Unicorn Horn, Poison Arrow

WEAKNESS: Lightning

RESISTANCE/ABSORB: Pig. Mini / -

Ice Lizard (Insect)

No.068

GIL: 289 EXP: 1.331 M.D: 14 TREASURES: Ice Arrow, Antarctic Wind, Arctic Wind, White Fang

WEAKNESS: Fire

RESISTANCE/ABSORB: Pig. Mini / Ice

Ifrit

No.236 Veryal Gile 15,000 Sec. 50.000

TREASURES:

WEAKNESS: Ice

RESISTANCE/ABSORB: All conditions / -

Insectus

No.005

No.176

TREASURES: Hi-Potion

WEAKNESS:

RESISTANCE/ABSORB: Pig, Toad, Mini / -

**Iron Giant (Giant)** 

TREASURES: Ogrekiller, Poison Axe, Rune Axe, Giant Axe

WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

Ironback

HP: 100 STR: 74 DEF: 4 N.O: 15

No.085

TREASURES: Mythril Shield, Mythril Hammer, HI-Potion, X-Potion

WEAKNESS: -

RESISTANCE/ABSORB: Mini, Toad / -

Killer Fish

No.016

TREASURES: Hi-Potion

WEAKNESS: Lightning

RESISTANCE/ABSORB: Pig. Mini /

**King Behemoth** No.17 N.D. 254 GIL: 63,500 ERP; 64.

TREASURES: Power Armlet, Power Sash, Avenger, Tiger Fang

WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

No.164 King Bomb

TREASURES: Bomb Fragment, Bomb Arm, Bomb Core, Bomb

WEAKNESS:

RESISTANCE/ABSORB: Poison, Mini, Pig. Toad / Fire

King Naga (Insect)

TREASURES: Antidote, Unicorn Horn, Poison Arrow

WEAKNESS:-

RESISTANCE/ABSORB: -/-

Lamia (Insect) M No fin

TREASURES: Lamia Harp, Ruby Ring, Light Curtain, Angel Arrow WEAKNESS: -

RESISTANCE/ABSORB: Sleep, Paraiyze / -

Lamia Matriarch (Insect)

No.097

60-141

No.122

EXP: 3,58

No.098

TREASURES: Lamia Harp, Ruby Ring, Light Curtain, Angel Arrow WEAKNESS: -

RESISTANCE/ABSORB: Sleep, Paralyze / -

Lamia Queen (Insect)

No.162 M.D: 3Z GIL: 25,000 EXP: 35,00

TREASURES: Dry Ether, Kiss of Lilith, Perseus Arrow

WEAKNESS: -

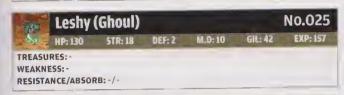
RESISTANCE/ABSORB: Pig. Toad, Paralyze, Mini, Sleep / -



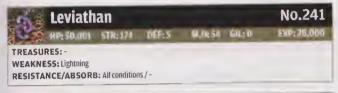




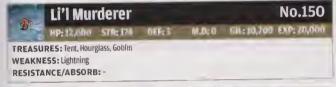
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76.3	80,95,000	5TR: 191	DEF: 7	H.O: 48	61L-65,000	EXP. 65.000
	IRES: Grimolre L	0				
	ESS: Lightning	. All conditions	- 1			



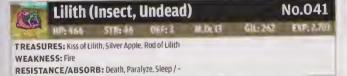


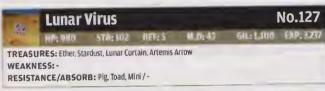


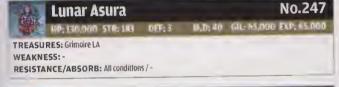












	Lunasa	ur (Dra	gon, U	ndead)	No.227
All and and	AP: 2,000	5TR: 144	DEF; 4	4,0:254 611:0	ENP: 79,500
TREASU	RES: -	_			
WEAKNE					
RESISTA	NCE/ABSORE	3: All condition	15/-		







Magic Dragon (Dragon)	NO.108
HP: 20,830 STR: 160 DEF: 4 M.D: 48 G	L: 35,000 EXP: 47,000
TREASURES: Blue Fang, Dragon's Whisker, Protect Ring, Rising Sun	
WEAKNESS: -	
RESISTANCE/ABSORB: Darkness, Pig. Toad, Death, Paralyze. Slowing Petrify, Sile	

		No.250
DEF: 2	4.0, 1	GIL: KS.000 EXP: 55.000
	DEF: 2	DEF: 2 M.D. 25

RESISTANCE/ABSORB: All conditions / -





Malboro No.112 5TA: (12 TREASURES: Remedy, Bacchus's Cider, Yoichi Arrow, Soma Drop

WEAKNESS: -RESISTANCE/ABSORB: Pig, Death, Mint / -

Mammon (Mage) No.111 EXP: 5.04 HP: 3,900 STR: 104 DEF: 3

TREASURES: Diet Food, Maliet, Maiden's Kiss, Remedy

WEAKNESS: Fire

RESISTANCE/ABSORB: Pig. Toad, Mini / -

Master Flan (Mage) No.224 FEF: 32.00

TREASURES: WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

Mech Dragon (Dragon) No.141

TREASURES: Rage of the Gods. Gold Hourglass, Gold Hairpin, Golden Apple

WEAKNESS:

RESISTANCE/ABSORB: All conditions except Berserk / -

Mech Soldier (Mech) No.137 M.D: 40 GIL: 985

TREASURES: Thunder Arrow, Rage of Zeus, Rage of the Gods, Blue Fang

WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

Medusa No.089 HP: 490 STR: 64

TREASURES: Medusa Arrow, Gorgon Blade

WEAKNESS: -

RESISTANCE/ABSORB: -/-

Metamorpha (Mage) No.183

. 21.231 STREAM DEF: A M.D. 38 GIL: 20 000 EXTY: 30,000

TREASURES: Perseus Arrow

WEAKNESS ..

RESISTANCE/ABSORB: All conditions /

**Mind Flaver** No.057

TREASURES: Hi-Potion, Unicorn Horn, Gold Hourglass, Mind Flaver

WEAKNESS:

RESISTANCE/ABSORB: Poison, Paratyze, Death / -

Mindy (Mage) No.203 M.D: 0 GIL: 3,000 EXP: 2,500

TREASURES: -

WEAKNESS:-

RESISTANCE/ABSORB: All conditions /-

Mini Satana (Mage) No.116 HP: 3,480 STR: 102 DEF: 5

M.D: 43

TREASURES: Bell of Silence, Unicorn Horn, Hourglass, Ether

WEAKNESS:-

RESISTANCE/ABSORB: - / -

Miss Vamp (Mage, Undead)

TREASURES: Vampire Fang, Kiss of Lilith WEAKNESS: Fire, Holy

RESISTANCE/ABSORB: -/-

**Mist Dragon** No.235

TREASURES:

WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

**Mist Eagle** No.180 HP-10.270 STR: 15/ QE): 1 M.O. 22 GIL: 12.000 EXP. (2.00

TREASURES: Phoenix Down, Gold Needle, Cockatrice

WEAKNESS: Throw

RESISTANCE/ABSORB: All conditions / -

Mist Kraken No.181 P. 12.512 578: 157 11EF; 3

TREASURES: Unicom Horn, Gold Hourglass. Mind Flayer

WEAKNESS:

RESISTANCE/ABSORB: All conditions / -

Mist Summoner (Mage) No.182 MLB; 36 GH; 25,000 EXP; 25,000

TREASURES: Healing Staff, Rune Armlet, Rune Staff, Grimoire

WEAKNESS: -

RESISTANCE/ABSORB: Ali conditions / -

**Mom Bomb** No.195 HP: 11,000 STR: 30

TREASURES:

WEAKNESS: Darkness

RESISTANCE/ABSORB: All conditions / -

No.074 Mors M.D: 22

TREASURES: Hi-Potion

WEAKNESS: -

RESISTANCE/ABSORB: - / -

**Mystery Egg** No.084

TREASURES:

WEAKNESS:

RESISTANCE/ARSORR: - /-

Mythril Golem (Giant) No.105 M.D: 20 GIL: 383

TREASURES: Mythril Knife, Mythril Shield, Mythril Armor, Mythril Sword

WEAKNESS: -

RESISTANCE/ABSORB: Poison, Sllence, Toad, Darkness, Minl, Death / -

Naga (Insect) No.087 M.D: 14

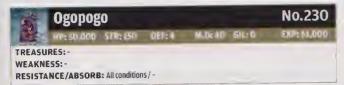
TREASURES: Antidote, Unicom Horn, Poison Arrow

WEAKNESS: -

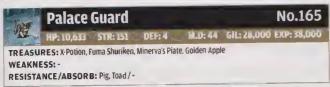
RESISTANCE/ABSORB: -/-















- 300 702 -	Prokaryote			ı	No.130
100	HP: 2,600 5TR: 120	DEF: 5	M.D: 54	GIL: 1,850	EXP: 7,999
TREAS	JRES: Stardust, Lunar Curtain				
WEAKN					
RESIST	ANCE/ABSORB: All condition	s/-			

	Proto Phase (Mech)		No.179
Min .	HP: 31,415 STR: 169 DEF: 3	M.D: 24	GIL: 62,000 EXP: 62,000
	RES: Light Curtain, X-Potion, Lunar Curtain, G		
WEAKNE			
RESISTA	NCE/ABSORB: All conditions / -		

Puppet		No.061
HP: 256 STR: 56 DEF: 3	M.D: 16 GIL: 180	EXP: 800
TREASURES: Decoy		
WEAKNESS: Fire		
RESISTANCE/ABSORB: -/-		



	Purple	urple Bavarois (Pudding)					
Section .	80.105		DET: 25%		#H:=40	2XP:750	
WEAKNE		n RB: Confuse / -					

A Contract of the Contract of	Ramuh	No.239
HELL	HP: 60,000 STR: 170 DEF: 5 MLD: 54	GIL: 45,000 EXP: 50,000
TREASU	IRES: -	
WEAKN	ESS:-	
RESIST	ANCE/ABSORB: All conditions / -	

Red Dragon (Dragon)	No.153
HP: 15,000 STR: 162 DEF: 4 MI.D: 39	GIL: 65,000 EXP: 41,500
TREASURES: Red Fang, Dragon Gloves, Wyvern Lance, Crystai Ring	
WEAKNESS: Ice	
RESISTANCE/ABSORB: All conditions / Fire	

A	Red Mousse (Pudding)				No.010		
COM	AIP: 35	518-15	PEV.259	9,017	EIL: 3h	EAF, D4	
REASU	JRES: Hi-Potio	n					
	IESS: Fire						
RESIST	ANCE/ABSO	RB: Confuse / -					

THE T	Reven	ant (Un		No.04		
and a	HP: 250	57R: 16	0,9 1)	*Uo <sub>4</sub> (2	641+184	EXP1575
REASU	Bearing Street, or other Designation of the last of th		00.1			

No.	Right	No.197				
134	RP1414	5TR: 58	off:7	ME.020	CIL-0	EXP: 10
TREAS	IRES: -	_				
WEAKN	ESS:-					

A CO	Roc					No.073
Gras.	HP: 500	5TR: 66	DEFES	MLD: 18	/G/L: 150	EXP:1/464

N.	Roc Baby					No.071
-	HP:50 5	TR: 60	DEF: Z	M.D: 9	GIL: 81	EXPERIOR
TREAS	URES: Phoenix Down	. Gold Need	lle. Cockatrice			
WEAK	NESS: Throw					
RESIST	TANCE/ABSORB: F	ig, Toad, Mi	ini/-			

	Rubicante				No.217
	HU: 34,000 STR: 80	DEF: 3	M.D: 37	GIL: 7,000	EXP: 18,000
TREASU	RES:-				
WEAKN	ESS:-				
RESISTA	NCE/ABSORB: All condition	ns/-			



Sahagin (Insect) No.015

TREASURES: WEAKNESS: Lightning RESISTANCE/ABSORB: -/-

No.163 Sahagin Prince (Insect)

M.D: 26 GIL: 28,000 EXP: 40,000 TREASURES: X-Potion, Cottage, Bestiary, Battle Gear

WEAKNESS: Lightning RESISTANCE/ABSORB: Ice/-

No.009 Sand Worm

TREASURES: Hi-Potion, Remedy, Silver Apple

WEAKNESS: -

RESISTANCE/ABSORB: Darkness, Mini, Pig. Sleep / -

No.201 Sandy (Mage)

M.D: 11 GIL: 3,000 EXP: 2,500

TREASURES: WEAKNESS:

RESISTANCE/ABSORB: All conditions / -

No.213 Scarmiglione

M.D.O 611-2000 EXT: 1201

TREASURES: WEAKNESS:

RESISTANCE/ABSORB: All conditions / -

Scarmiglione (Undead) No.214

HP: 3,523 STR: 46 DEF: 1

TREASURES: -

WEAKNESS: Fire, Holy, Throw

RESISTANCE/ABSORB: All conditions / Ice

Screamer (Mech, Giant) No.121 EXP: 1,08

17400 574:00 DEF:4 H.Dr.22 GIL: 205 TREASURES: Thunder Arrow, Rage of Zeus, Rage of the Gods, Blue Fang

WEAKNESS:

RESISTANCE/ABSORB: All conditions / -

Searcher (Mech) TREASURES: Siren

WEAKNESS: -

No.101 Security Eye (Mech)

TREASURES: Siren WEAKNESS: -

RESISTANCE/ABSORB: All conditions / -

RESISTANCE/ABSORB: All conditions / -

Selene Guardian No.144 M.D.254 GIL: 3500 BIP: 15,00 AP.4.000 STR: 027 DEF: 3 TREASURES: Artemis Arrow, Lunar Curtain, Minerva's Plate, Artemis's Bow

WEAKNESS --

RESISTANCE/ABSORB: Pig. Toad/-

**Shadow Dragon** 

TREASURES:

WEAKNESS: -

RESISTANCE/ABSORB: All conditions/-

No.237 Shiva 4,0;52 GIL: 45.000 EXP-50.0 HP: 64,000 STR: 172

TREASURES:-

WEAKNESS: Fire

RESISTANCE/ABSORB: All conditions /-

Silver Dragon (Dragon) No.146 HP: 7,500 STR: 124 DEF: 4 M.D: 44 GIL: 19,000 EXP: 25,1101

TREASURES: Stardust, Light Curtain, Lunar Curtain, Silver Apple

WEAKNESS: -

RESISTANCE/ABSORB: Darkness, Pig. Petrify, Paralyze, Slowing Petrify, Silence, Toad, Death, Curse /-

Skeleton (Undead) No.030

TREASURES: -

WEAKNESS: Fire, Holy

RESISTANCE/ABSORB: All conditions except Petrify and Berserk / -

Skuldier (Undead) No.107 M.D: 18

TREASURES:

WEAKNESS: Fire, Holy

RESISTANCE/ABSORB: All conditions except Petrify and Float / -

No.042 Skullnant (Undead) GIL: 100 EXP: 50 STR: 42

TREASURES: WEAKNESS: Fire, Holy

RESISTANCE/ABSORB: All conditions except Petrify / -

No.189 Soldier Monk W.D: 254 GIL: 5.000 EXP: 15.000 : 5.000 STR: 140 DEF: 3

TREASURES: -

WEAKNESS: Fire

RESISTANCE/ABSORB: All conditions /

No.138

**Soldieress** No.066 STR: 60 M.D: 15 GIL: 200 DEF: 3

TREASURES: Tent, Cottage

WEAKNESS: -

RESISTANCE/ABSORB: Pig. Toad/-

No.095 Sorcerer (Mage) HP: 1.000 STR: 82

TREASURES: Healing Staff, Rune Armlet, Rune Staff, Grimoire

WEAKNESS: -

RESISTANCE/ABSORB: Pig, Toad / -

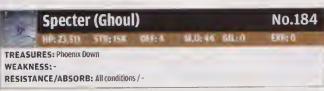
No.062 Sorceress (Mage) EXP: 1.551 GIL: 329 M.D: 12

TREASURES: Rod, Silver Armlet, Ether, Dry Ethe

WEAKNESS: -

RESISTANCE/ABSORB: Toad/-





To the same	Spirit	(Ghoui)				No.028
	HP: 86	STR: 24	DEF: 1	M.D: 9	GIL: 122	EXP: 278
TREASI	RES: Cursed	Ring				

WEAKNESS: Holy RESISTANCE/ABSORB: Poison. Petrify, Sleep, Slowing Petrify, Darkness, Death, Paralyze / Fire

handle .	Splash	er				No.043
	NP 184	57R; ±0	DEF: 1	M.0.10	6H±149	EXP: 430
TREASU	RES: Hi-Potion	n				
WEAKN	ESS: Lightning					
RESISTA	NCE/ABSOR	RB: Pig. Toad, M	ini /-			

100	Steel G	olem (G	iiant)			No.075
Je Kin	AP:1,950	STREAG	DEF: 4	4,0x 21	GIL: 145	EXP-701
_	RES: Gaia Ham	_	_			
	NCE/ABSOR	B: Poison, Siler	nce, Toad, Dark	ness, Mini, Deat	h/-	



WEAKNESS: Ice RESISTANCE/ABSORB: Poison, Silence, Toad, Death, Darkness, Mini, Petrify / -

Storm Dragon (Dragon)	No.222
HP: 40,000 STR: 139 DEF: 4 M.D: 33 GIL: 0	EXP: 32,000
TREASURES: -	
WEAKNESS: ke	
RESISTANCE/ABSORB: Ail conditions / Fire	

	Stratoa	vis			No.170
200 L	1P: 24,458	STR: 184	DEF: 2	M.D: 55	GIL: 50,000 EXP: 55,000

No.117
LD: 39 GIL: 475 EXP: 3,688

HP: 3,60	0 STR: 104 DEF: 5	M.D: 39	GIL: 475	/EXP: 3,688
	g Staff, Rune Armlet, Rune Staff, (			
WEAKNESS:-				
RESISTANCE/ABS	ORB: Pig. Toad / -			

	Supermonk			No.190
	HP: 8,000 STR: 145 DEF: 3	M.D: 254	GIL: 8,000	EXP: 18,000
TREASUL				

RESISTANCE/ABSORB: Ail conditions /-



ACK	Tarant	ula				No.134
To the second	RP: 2.705	51R; U.O.	0.87;5	Pt. 0 ; 37	CIL: 598	EXP-2,744
TREASU	RES: Spider's S	ilk, Gaia Drum, !	Siren			
WEAKNI	ESS: Throw					
RESISTA	NCE/ABSOR	B: -				

Thunder Dragon (Dra	_	No.119
HP: 7,600 STR: 124 DEF: 4	M.D: 254	GIL: 900 EXP: 7,777
TREASURES: Rage of the Gods, Gold Hourglass, Gold WEAKNESS: Throw RESISTANCE/ABSORB: All conditions except Poiso		

0	Tiny M	lage (Ma	ige)	100		No.017
	HP: 69	STRLIP	OFF: ?	1 0 15	Fill • 6.5	EXP. (32
	URES: Rod, Siiv NESS: -	er Armlet, Ether,	Dry Ether			
	ANCE/ABSO	RB: Pig, Toad /				

Tiny Toad (Insect, Mage)	No.108
HP: 600 5TN: 19 DEF: 5 M.D: 37	GIL: 335 EXP: 1,841
TREASURES: Malden's Kiss	
WEAKNESS: Ice	
RESISTANCE/ABSORB: Pig. Toad, Mini / -	





RESISTA	NCE/ABSORI	B: Toad / -				
100	Trap De	oor				No.126
A LONG	HP. 5,000	570/88	8 SFe \$	file, it	pto Uni	31 -11
TREASU	RES:-					

13	Trap Do	oor				No.126
S. C. S.	HP. 5,000	SVA/ 88	8 8Fg }	Mag 3	pto Cor	5 ( - 1 - 1
TREASU WEAKNE RESISTA		B: All condition	15/-			

	Treant	t			No.051
44	HP: 335	5TR: 52	DEF:1	M.D: 15	GIL: 148 EXP: 687
TREASL	IRES: Diet Foor	d, Mailet, Maider	n's Kiss, Reme	rdy	
	ESS: Fire				
RESIST/	ANCE/ABSOR	RB: Pig, Toad, M	lini / -		

	T-Rex (i	nsect)				No.225
	AF, SO, POD	5TR: 148	b Eligi	MUD; 54	FIL: 0	EXP. 12,000
TREASUI WEAKNE RESISTA		: Ali condition	5/-			



Twin Snake No.050

HP: 103 517: A4 DEF: 0 M.U; 22 ENC. 222 ENP. 720

TREASURES: Antidote, Unicorn Horn, Poison Arrow
WEAKNESS: Ice, Holy
RESISTANCE/ABSORB: Pig, Mini /-

Undergrounder No.079

HP: MS 5TR: 76 DET: S 2.0:27 GHS: 42 EXP: 2712

TREASURES: Spider's Silk, Gaia Drum, Siren
WEAKNESS: -

RESISTANCE/ABSORB: Darkness, Minl, Pig, Toad / -

Vile Shell

HP: 58 STR: 11 OEF: 1 M.D: 8 GIL: 28 EXP: 101

TREASURES: Diet Food, Mailet, Maiden's Kiss, Remedy
WEAKNESS: Lightning
RESISTANCE/ABSORB: Pig. Mini / -

Warrior No.115

HP: Z,900 STR: 104 DEF: 4 M.D: 26 GIL: 575 EXF: 4,288

TREASURES: Tent, Cottage
WEAKNESS:-

Water Bug No.018

Hills II

TREASURES: Antidote, Echo Herbs, Cross, Tent
WEAKNESS: Lightning
RESISTANCE/ABSORB: -/-

RESISTANCE/ABSORB: All conditions / Fire, Lightning, Ice

White Dragon (Dragon)

No.229

TREASURES:WEAKNESS:-

White Mousse (Pudding)

HP: 298 STR: 60 DEF: 254 M.D: 12 GIL: 384 EXP: 1,808

TREASURES: Hi-Potion
WEAKNESS: Ire

Wicked Mask (Mech)

NO.156

HP: 37,000 STR: 128 DEF: 4 M.D: 19 GIL: 65,000 EXP: 50,000

TREASURES: Light Curtain, X-Potion, Elixir, Glass Mask

WEAKNESS: RESISTANCE/ABSORB: All conditions / -

RESISTANCE/ABSORB: Confuse/-

Worst Malboro
No.173

HE: 18, AZE STR: 155 DEF: 2 M.D.ZL GIL: 54,000 EXP: 50 DOB

TREASURES: Remedy, Soma Drop, Ribbon
WEAKNESS: Fire
RESISTANCE/ABSORB: Poison, Silence, Mini, Darkness, Pig, Death /-

Yellow Dragon (Dragon)

No.124

TREASURES: Blue Fang, Siren, Silver Apple
WEAKNESS:
RESISTANCE/ABSORB: Plg, Toad, Mini, Sleep / Lightning

Yellow Jelly (Pudding)

No.023

TREASURES: Hi-Potion
WEAKNESS: Lightning
RESISTANCE/ABSORB: Confuse/-

Zemus No.232

HP. 65.000 STR 116 DEF: 0 4.0; 0 GIL: 0 Exr; 0

TREASURES: WEAKNESS: RESISTANCE/ABSORB: All conditions/-

Zemus's Breath
No.158

THE LOOK STREETS HEF: N VLB: 254 GH: 50,000 EAF; NO.00

TREASURES: WEAKNESS: RESISTANCE/ABSORB: All conditions / -

Zemus's Mind No.157

HP: 20,000 SIR: LSO DEF: 254 M.D: 0 GIL: 50,000 EXP: 65,000

TREASURES:WEAKNESS:RESISTANCE/ABSORB: All conditions / -

TREASURES: Dark Matter
WEAKNESS: RESISTANCE/ABSORB: All conditions / Fire, Ice, Lightning, Holy

Zeromus No.234

NP. 2 STR. 7 DEF: 7 M.D. 2 60.27 EXT. 2

TREASURES: 7

WEAKNESS: 7

RESISTANCE/ABSORB: 7

Zeromus EG

No.253

HP:7 STR:7 DEP: 7 M.D: 7 GIL: 7 EXP: 7

TREASURES: 7

WEAKNESS: 7

Zombie (Undead) No.012

HP: 52 5TA: 13 0EF: 2 M.D. 9 GH: 20 CAP: 0.7

TREASURES:-

WEAKNESS: Fire, Holy RESISTANCE/ABSORB: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness /-

RESISTANCE/ABSORB:?

ZU

HD: 41 519-32 D.EF. Q H. D. D 611: 159 EXP. 42

TREASURES: Feather Cap, Hi-Potion, Cottage, Silver Apple
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig. Toad, Mini/-

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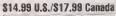






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THEFE

# Three Worlds

n this section you'll find maps for each of the three Overworld areas in FINAL FANTASY IV, with each town, du and castle labeled. Refer to the page numbers shown here for full coverage of each location.

# The Overworld



# The Underworld



## The Overworld

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## The Moon

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# The Moon



DATA FOR

Items & Spells

rere you'll find a chart of all usable and key items in the game, as well as every spell your party members can learn and cast. For details on weapons and armor, please refer to the appendix, which begins on page 88.

## CHART TERMS

that a spell's effect will succeed

ATTACK: The raw Attack power of a

ATTRIBUTE: The elemental type of damage dealt by the spell

MP: The cost in

Magic Points when

cast

in your party who can learn this spell

EFFECT: A descrip-

NAME: The name of the spell or TARGET: The tar-

tion of what happens geting range of the when used or cast spell (single or multiple targets)

ITEM	FCFFCT / 3 / 3 / 1 / 1/3 / 1/	TARCET	DDICE	NAME	CCCCCT / // // // // //	TARCET	DO
NAME:	EFFECT	TARGET	PRICE	NAME Cuestal Created	ÉFFECT Colle: For Chocabó	TARGET	PRI
Adamantite	A rare ore	i andra Karian		Gysahl Greens	Calls Fat Chocobo	7///	30.00
Alarm Clock	Removes Sleep status	Multiple		Gysahl Whistle	Calls Fat Chocobo from anywhere	Clasis	20,00
Antarctic Wind	Causes Ice damage	Multiple	- A m	Hermes' Shoes	Casts Haste on target	Single	
Antidote	Removes Poison status	Single	40	Hi-Potion	Recovers more HP than Potion	Single	4,
Aretic Wind	Stronger version of Antarctic Wind	Multiple	1///	Honey	Used in puzzle in Lunar Ruins	California (California)	
Bacchus's Cider	Casts Berserk on target	Single		Hourglass	Stops time for enemies	Multiple	44
Baron Key	Unlocks doors in Baron		<i>j</i> –	Key	Used in puzzle in Lunar Ruins		
Bell of Silence	Causes Silence in enemies	Multiple		Kiss of Lilith	Absorbs MP from target	Single	
Bestiary	Shows target's HP, MP, Weakness	Multiple	980	Light Certain	Casts Reflection user	Single	446
Bld-Skd Lance	Used in puzzle in Lunar Ruins	,d	1//////	Lúca's Necklade	Neck ace with magical power		
Blue Fang	Causes Lightning damage	Multiple	<u> </u>	Lunar Curtain	Casts Reflect and Protect on user	Single	1/1/
Bomb	Rydia learns Bomb	15/11/1/	19////	Magazine	- 40 - 40 - 40 - 40 - 40 - 40 - 40 - 40	۵ , , ,	n.P
Bomb Arm	Stronger version of Bomb Fragment	Multiple	11/4	Magma Ret	Ar ordinary-looking stone		
Bomb Core	Suicide attack to target	Single	11/11/19	Maiden's Kiss	Pempiles Toad status	Single	
Bomb Fragment	Causés Fire damage	Multiple	13/19/	Mallet	Perpo es Mini status	Single	92/
Bomb Ring	Item you were asked to deliver	Y = // //		Megalixir	Fact size party members' HP and MP	43//4/	
Cockatrice	Rydia learns Cockatrice	a	1, 11-,	Membership Pass	Pass to enter an exclusive place.	701/2/	10,0
Coeurl's Whisker	May instantly kill target	Single		Mind Flayer	Rical Barns Mind Flayer	- J	
Cottage	Enhanced version of Tent	-	500	Muddy Water	Used in Cuttle in Lunar Ruins		
Cross	Removes Curse status	Single	100	Phoenix Down	Pamories / O status	Single	1
Crystal	Exposes Zeromus to harm	Multiple	_	Pink Tail	Princess Flan's tail	,	
Dark Crystal	A mystic jewel	4	11/1/2	Potion	Petriers HP	Single	p .
Dark Matter	Can be stolen from Zeromus		11/1/2	Purified Water	Used in Duzzle in Lunar Ruins		
Decoy	Casts Blink on user	Single		Rage of the Gods	Stronger lens on of Rage of Zeus	Multiple	1994
Diet Food	Removes Pig status	Single	100	Rage of Zeus	Causes Lights ng danrage	Multiple	1/4/
Óóll a Asia	Used in puzzle in Lunar Ruins	<u> </u>		Rat Táil	4 5mg/ mg/		
Dr. Lugáe's Key	Unlocks a door in Babel Tower	14-11-1	13/1/24	Red Fang	Causes Fire damage	Multiple	
Dry Éther	Recovers more MP than Ether	Single	50,000	Remedy	Plampiles all conditions except KO		5,0
Dwarven Bread	Allows you to view area map	-	100	Sand Ruby	la mara la la la traci can corre desert, féver	2 2 2 2	11/1/
Earth Crystal	A mystic jewel	14/3/1/1	(1)//()	Silver Apple	Paises mainting HP by 50 points		
Echo Herbs	Rémóves Silence statús	Single	50	Silver Hourglass	Strunger ensign of Hounglass'	Multiple .	
Elixin // // /	Recovers HP and MP completely	Single	100,000	Siren	Provides a partie with enemies	2/1/2	7888
Emérgéncy Exit	Warps out of dungeons	-	(1////2)	Soma Drop	Paises mailmore MP by 10 points	4	
Ether	Recovers MP	Single	10,000	Spider's Silk	Lovers enemies as fy	Multiple	11/12
Eye Drops	Removes Darkness status	Single	30	Stardust	Date Of the me may fee	Multiple	11/1/
Firewood	Used in puzzle in Lunar Ruins	5////	1/1/1/1/1/1/	Tent	Pett et a Tambers HP and MP	700000	/ 10
Frying Pan	Awakens Yang	4/1/4/7		Torch	Used in planta in Lunar Rulins	2//////	1///
Gala Drum	Causes a damaging earthquake	Multiple	9/////20	Twin Harp	Alici si du la latanti cur voice	4/1/1/	797
Goblin	Rydia learns Goblin			Unicorn Horn		Multiple	
Gold Hourglass	Stronger version of Silver Hourglass	Multiple:	7/1/1/12	Vampire Fang	Absorbs HP from Brast	Single	
Gold Néedle	Removes Petrification status	Single	400	White Fang	Causes of Campos	Multiple	
Golden Apple	Raises max HP by 100 points		7 7 -	X-Potion	Reco era no a 4º man H -Potien	Single	1///
Grimoire	Summons a powerful creature	1111111	30///	N I OLIOIT		Jiligic	1111

٠,٠	-	
	5	

NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Berserk	Causes Berserk status	+100	18	(50%)	4/3/4	Single	Rosa, Tellah, FuSoYa, Porom
Blínk	Creates illusion of oneself to confuse the enemy	- 1	8	50%	(-)////	Single	Rosa, Tellah. FuSoYa, Porom
onfuse.	Causes Confusion	- /////////	10	65%	3////	Single	Rosa, Tellah, FuSoYa, Porom
ura, .	Restores HP	4/10/12	9	100%	1-11/1/2	Sgl/Mlt	Cecil, Rosa, Tellah, FuSoYa, Porom
uraga	Restores HP	40000	18	100%	(4)///	Sgl/Milt_	Rosa, Tellah, EuSoYa, Porom
Turaja 🗸	Restores HP	14/1/1/1/1/1/1/1/1/1/1/1/1/1/1/1/1/1/1/	40	100%	9////	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
uré	Restores HP	4/1/1/5/5	3	100%		Sgl/Mlt	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
bišpel	Dispels magic effects	-//////////////////////////////////////	12	70%	5/////	Single	Rosa, Tellah, FuSoYa, Porom
suna	Cures all status conditions except KO	(3)	20	.80%	4//////	Single	Cécil, Rosa, Tellah, FuSoYa, Porom
loat	Levitates target	5/////////	8	100%	95///	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
ull-Life	Revives and restores full HP to a single target	14/19/14	52	80%	3 1/2	Single	Rosa, Tellah, FuSoYa, Porom
laste	Hastens the passing of time	-//////	25	50%	99//	Śingle	Rosa, Tellah, FuSoYa, Porom
Hold	Causes Paralysis		5	85%		Singlé	Rosa, Rydia, Tellah, FuSoYa, Poron
łóly	Causes Holy damage	Holy	46	99%	170	Singlé	Rosa, FuSoVa, Porom
ife	Révives target	-/-///	.8	75%	4	Single	Rosa, Tellah, FuSoYa, Porom
Mini .	Transforms target to Mini or restores state		6	50%	(4/1/1/)	Single	Rosa, Tellah, FuSoYa, Porom
Protect	Reduces physical damage received		9	66%	( <del>-</del> ////////////////////////////////////	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Reflect	Reflects magic cast at target		30	75%	e	Single	Rósa, Tellah, FuSoYa, Porom
Scán	Determines target's HP, MP, and weakness		1	99%		Single	Cécil, Rosa, Tellah, FuSoYa, Porom
shell	Reduces magical damage received	2/11/11/1	10	66%	(4/16/2	Śġl/Mlt	Rósa, Tellah, FuSoYa, Porom
sight	Opens minimap	(#XXXXXX	2	7	(4////		Cecil, Rosa, Rydia, Tellah, FuSoYa, Poron
ilence	Causes Silence		6	90%	49/1/1	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Slow	Slows the passing of time	7	14	70%	14/1/11	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
eleport	Warps party out of dungeon or out of battle	12/////////	10	100%	4////	197119	Cecil, Rosa, Tellah, FuSoYa, Porom

BLACK MA Name	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Bió	Releases a virus that causes damage	/	20	100%	64	-Sgl/Mlt	Rydia, Téllah, FuSoYa, Palom
Blizzaga	Causes Ice damage	Ice	30	100%	128	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Blizzara	Causes Ice damage	-Icé	15	100%	32	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Blizzard	Causes Ice damage	Ice	5	/100%	/8	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Break	Causes Petrification	<del>, *</del> /:	-15	30%	(4) (1)	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Déath	Causes Death	<i>F.</i> ////////////////////////////////////	35	60%	A may be a second	Single	Rydia, FuSoYa, Palom
Drain	Absorbs HP	Absorb	18	100%	10	Single	Rydia, Tellah, FuSoYa, Palom
Fira /	Causes Fire damage	Fire	15	100%	32	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Firaga	Causes Fire damage	Fire	30/	100%	128	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Fire	Causes Fire damage	Fire	5	100%	8	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Flare	Causes damage by combustion		50	100%	200	Single	Rydia, FuSoYa, Palom
Meteor	Calls forth a meteor that causes damage	Holy.	99	100%	255	Multiple	Rydia, Tellah, FuSoYa, Palom
Osmose /	Absorbs MP	Absorb	0	100%	8	Single	Rydia, Tellah, FuSoYa, Palom
Pig	Transforms target to Pig or restores state	¥	1//	10%	<i>j</i> =	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Poison	Causes Poison damage	4	2	90%	× ///////	Sgl/Mlt	Rydia, Tellah, EuSoya, Palom
Quake	Causes an earthquake that causes damage	7 11 11 11 11	30	100%	100	Multiple	Rydia, FuSoYa, Palom
Sleep	Causés Sleép	2 <del>5</del> (8.5.5)	12	50%	19/11/11	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Stop.	Causes time to stop, halting target's actions		15	80%	9-7/1/1/	Single /	Rydia, Tellah, FuSoYa, Palom
Thundaga	Causes Lightning damage	Lightning	30	100%	128	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Thundara	Causes Lightning damage	Lightning	15/	100%	32	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Thunder	Causes Lightning damage	Lightning	5	100%	8	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Toad	Transforms target to Frog or restores state	(-1/4)	7	50%	11/10	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Tornado	Creates a tornado that causes heavy damage	(£1)(£1)(A)	25	75%	<i>y</i>	Single	Rydia, Tellah, EuSoYa, Palom
Warp	Warps party back to previous floor	.g	4	100%	(+1/1/1/1	Single	Rydia, Tellah, FuSoYa, Palom

NAME	EFFECT	ATTRIBUT	E MP	ACCURACY	ATTACK	TARGET	CASTER
Asura/	Summons Asurá		50		£ 1/1	Multiple	Rydia
Bahamut	Summons Bahamut		60		1-1-1	Multiple	Rydia
Bomb	Summons Bomb		10		9/////	Single	Rydia
Chocobó	Summons Chocobo		7	/=-		Single	Rydia
Cockatrice	Súmmons Cockatrice		15	0-		Single	Rydia
Dragon	Summons Dragon		/20	(# )////		Multiple	Rydia
Góblin	Summons Goblin	14 /, 20 / - 10 //	1	(	A. 1889	Single	Rydia
lfrit .	Summons Ifrit		- 30.	4/1/2///	( <del>-</del> )/////	Multiple	Rydia
Leviathán	Summons Léviathan	11:11 11:11	50		-	Multiple	Rydia
Mind Flayer	Summons Mind Flayer		18	9-1-59	,=///	Single	Rydia
Odin	Summons Odin	St. 1 4	45	15/1/1/20	9/////	Multiple	Rýdia
Ramuh	Summons Ramuh	1	/30	04 // (0)		Multiple	Rýdia
Shiva .	Summons Shiva		30	74.74 7/4	/	Multiple	Rydia /
Sýlph-	Summons Sylph		25.	7-12/4 39	H. W.	Single	Rydia
Titan	Summons Titan		40	7/05///	(4)///	Multiple	Rydia

NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
	A weaker version of Meteor		.20	100%	60	Multiple	Palom and Porom
Comet Pyro	A weaker version of Flare		10	100%		Multiple	Palom and Porom

NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Blitz	Releases lightning through Ninjutsu	Lightning	.25	100%	80	Multiple	Edge
Flame	Releases fire through Ninjutsu	Fire	.15	100%	40	Multiple	Edge
Flood	Creates a tsunami through Ninjutsu	Ice	20	100%	60	Multiple	Edge
Image	Creates illusion of oneself to confuse the enemy		6	99%	13/1/2/1	Single	Edge
Pin.	Pins target and temporarily prevents it from performing any action		-5	7.5%		Single	Edge
Smóke	Creates a veil of smoke to help allies flee from battle	(2)/////////	10	100%	227/4	Multiple	Edge

LANAC	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
( 3 m )	EFFECT		047		9//6/20	1/19/4	
Asura Cúrada	Casts Curaga on all characters		50	100%	80	Multiple	Rydia
	Casts Life on all characters	4-11	50	100%	<del>च</del>	Multiple	Rydia
Asura (che)	Casts Elic Off the Characters	16/1/1/1	7/35	(5)/(5)(5)	189187		
Protect)	Cásts Protect on all characters	2/3/2///	50	66%		Multiple:	Rydia
Básuna	Use Mythril Staff as item		(14/7/	75%	_= /	Single	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
	Ramuh causes damage by Lightning	Lightning	30	100%	40	Multiple	'Rydia
	Kalltan causes admage of Elements		89/		9///9/6		
ludgment Chocobo		(3//3/20)	100		13/3/1/3	(4.97/3	
Cick Cook	Chocobo kicks the target	4.5	7	100%	-20	Single	Rydia
	CHOCODO KICKO CHO CAFACE	77////	9/8		157.571		
Dancing /	Use Dancing Dagger as item	2//////	) <del>-</del>	- 90%	20	Single	Rydia, Edge, Palom, Kain, Edward
Dagger Diamond	dae Dalleling Baggely advicent		7	F37/67/4		165011	
インド・アン・メント	Shiva causes blizzard that causes damage	ice ·	30.	100%	40	Multiple	Rydia
Dúst Dóuble	Siliva causes phizzard that edoses demage		2//		7/1/3		
	Causes serious damage to all enemies	Hóly	12/	100%	255	Multiple	FuSoYa & Gobez, Palom & Porom*
Meteor Gaia's	-Causes serious duringe to air enemics		77//	(0)(0)//0		7/19/10	
	Titan causes damage by earthquake		40	100%	80	Multiple	Ŕydia / / /
Wrath Goblin	Thair causes annuage by ear middenes	7777777		16060116	39//39		
Punch	Goblin punches the target		4	50%	4	Single	Rydia
Heal	Use Healing Staff as item		. =	100%	6	Multiple	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Hellfire	Ifrit causes damage by Fire	Fire	30	100%	40	Multiple	Rydia
			740	90%	14	Single	Rydia, Tellah, EuSoYa, Palom
Magic Arrow	Bahamut causés sérious damagé to all enemies	- 11	60	100%	240	Multiple	Rydia
Mega Flare Mind Blast	Mind Flayer causes Paralysis	-	18	100%	48	Single	Rydia
Mist Breath	Dragon causes damage by breath	/20/9///	20	100%	-/	Multiple	Rýdia
Petrifying	Diagon cadaca damage by breath	707/07			2		
	Cockátrice causes Petrification	12/1/21/	15.	50%		Śingle	Rydia
Beak	Use Staff as item	7_000	140	7.5%	, T. J.	Single	Cecil, Rosa, Rydia. Tellah, FuSoYa. Porom
Poisona Self-	USC/Stati as item	1//////////////////////////////////////	100	1/11/11/11		25/////	
	Bomb explodes/causes damage to the target		/1Ó	100%	1/4/9/9	Single	Rýdia :
Destruct Touragei	Leviathan causes damage by flood	/	50	100%	140	Multiple	Rýdia / /
Tsunami	Sylph drains enemy HP to resore the party	, Casa	25	100%	60	Single	Rýdia
	PARTIES OF THE PROPERTY OF THE		No. of	and the PM	A Court of the last of the las		

